

# **Spell System (Version 3.9 DRAFT)**

An Alternative Magic System for use with the Classless d20 system by Simon Corvan

## **Introduction**

This system is an alternative to the current “slot” spell system that has been used by the Dungeons and Dragons game since its initial conception. This system uses the *Ars Magica* concept of combining an action, such as change, with a form, such as water, to create a magical effect. Spells are customized with an array of modifications to determine their range, duration, area, and effect.

## **Acknowledgments**

Based on the *Sorcerous Ways* system developed by Graeme Finsen, the Spell Seed system in the *Epic Level Handbook* and inspired by Magus class and Spell Seed system developed by Andrew Evans with inputs by Ben Collyer. The basis for the concept of Techniques and Forms is *Ars Magica* (4<sup>th</sup> Edition).

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## **New Skills**

**Technique: Create, Change, Control, Destroy, Perceive (Trained Only; Magical Affinity [feat])**

The caster must purchase each Technique skill separately. The caster's Technique skill bonus is added to rolls to use this type of spell.

**Form: Air, Body, Earth, Fire, Illusion, Magic, Mind, Nature, Water. (Int; Trained Only; Armor Check Penalty; Magical Affinity [feat])**

The caster must purchase each Form skill separately. The caster's Form skill bonus is added to rolls to use this type of spell.

## **Spellcasting**

To cast a spell the spellcaster:

- Initially, selects a Technique (e.g. Create) and applies it to a Form (e.g. Fire).
- Secondly, the spellcaster finds the initial Difficulty Check (DC) from the guidelines.
- Thirdly, they apply any modifiers to the DC for range, power of the spell, area of effect etc.
- Finally, add in any situational modifiers to the casting DC, for example being hit during the casting time of the spell.

The formula to determine success is:

$$\text{Technique (X) + Form (Y) + Intelligence modifier + d20}$$

The base range of a spell is almost always: personal/ touch.

The base area of a spell is almost always: individual target.

The base duration of a spell is almost always: instant.

**Failure:** If a spellcaster fails to make the DC they take subdual damage equal to the difference between their total *Technique* + *Form* skill check and the final DC of the spell. This subdual damage cannot be magically healed. Subdual damage can be naturally healed at a rate of 1 HP per hour per RL (relative character level).

**Saving throw DC** = 10 + the spellcaster's Intelligence modifier

This can be increased via the [Spellcasting](#) modifiers

**Combining Forms - Requisites:** Any spell that affects more than one Form uses the caster's worst Form score e.g. A spellcaster wants to turn silk rope into steel rope = Technique (Change) + Form (Nature: silk) OR Form (Earth: steel).

Feats such as Skill Focus, Skill Mastery, and Skill Synergy cannot be applied to these skills.

**Retry:** You can retry a skill check.

## CASTING A SPELL

A spell consists of a verbal (speaking, chant, etc) and somatic component (gestures, dance, etc), you must be able to perform these unhindered or penalties will apply ([Spellcasting](#)).

To cast a spell, you must be able to speak (if the spell has a verbal component), gesture (if it has a somatic component), and manipulate the material components or focus (if any). Additionally, you must concentrate to cast a spell.

**Verbal:** A verbal component is a spoken incantation. To provide a verbal component, you must be able to speak in a strong voice. A spellcaster who has been deafened has a 20% chance to spoil any spell with a verbal component that he or she tries to cast.

**Somatic:** A somatic component is a measured and precise movement of the hand. You must have at least one hand free to provide a somatic component. To provide a somatic component, you must be able to freely gesticulate.

If you ever try to cast a spell in conditions where the characteristics of the spell cannot be made to conform, the casting fails.

## SPELL MANIFESTATIONS

All spells have manifestations that make them perceptible e.g. a visual effect, a psychic tingling etc. Noticing a spell is a DC10 Perception check. Recognising a spell for what it actually is (other than "magic") requires a Spellcraft check. These effects can be partially suppressed with the Feat 'Stealth Spell' which makes the Perception check DC20.

## CASTING TIME

Most spells have a casting time of 1 standard action.

A spell that takes 1 minute to cast comes into effect just before your turn 1 minute later (and for each of those 10 rounds, you are casting a spell as a full-round action). These actions must be consecutive and uninterrupted, or the spell automatically fails.

When you begin a spell that takes 1 round or longer to cast, you must continue the concentration from the current round to just before your turn in the next round (at least). If you lose concentration before the casting is complete, you lose the spell.

A spell with a casting time of 1 free action doesn't count against your normal limit of one spell per round. However, you may cast such a spell only once per round. Casting a spell with a casting time of 1 free action doesn't provoke attacks of opportunity.

You make all pertinent decisions about a spell (range, target, area, effect, version, and so forth) when the spell comes into effect.

## RANGE

A spell's range indicates how far from you it can reach. A spell's range is the maximum distance from you that the spell's effect can occur, as well as the maximum distance at which you can designate the spell's point of origin. If any portion of the spell's area would extend beyond this range, that area is wasted.

## AIMING A SPELL

You must make some choice about whom the spell is to affect or where the effect is to originate, depending on the type of spell.

**Target or Targets:** Some spells have a target or targets. You cast these spells on creatures or objects, as defined by the spell itself. Usually, you must be able to see or touch the target, and you must specifically choose that target. You do not have to select your target until you finish casting the spell. If the target of a spell is yourself, you do not receive a saving throw, and spell resistance does not apply.

Declaring yourself as a willing target is something that can be done at any time (even if you're flat-footed or it isn't your turn). Unconscious creatures are automatically considered willing, but a character

who is conscious but immobile or helpless (such as one who is bound, cowering, grappling, paralyzed, pinned, or stunned) is not automatically willing.

Some spells allow you to redirect the effect to new targets or areas after you cast the spell.

Redirecting a spell is a move action that does not provoke attacks of opportunity.

### **SAVING THROW**

Usually a harmful spell allows a target to make a saving throw to avoid some or all of the effect. The saving throw might result in one of the following situations:

**Negates:** The spell has no effect on a subject that makes a successful saving throw.

**Half:** The spell deals damage, and a successful saving throw halves the damage taken (round down). This is the default for area effect spells.

**None:** No saving throw is allowed.

**Objects:** Spells can be cast on objects, which receive saving throws only if they are magical or if they are attended (held, worn, grasped, or the like) by a creature resisting the spell, in which case the object uses the creature's saving throw bonus unless its own bonus is greater. A magic item's saving throw bonuses are each equal to 2 + one-half the item's caster level.

**Succeeding on a Saving Throw:** A creature that successfully saves against a spell that has no obvious physical effects feels a hostile force or a tingle, but cannot deduce the exact nature of the attack. Likewise, if a creature's saving throw succeeds against a targeted spell you sense that the spell has failed. You do not sense when creatures succeed on saves against effect and area spells.

**Voluntarily Giving up a Saving Throw:** A creature can voluntarily forego a saving throw and willingly accept a spell's result. Even a character with a special resistance to magic can suppress this quality.

### **SPELL RESISTANCE**

Spell resistance is a special defensive ability. If your spell is being resisted by a creature with spell resistance, you must make a caster level check (1d20 + relative level) at least equal to the creature's spell resistance for the spell to affect that creature. The defender's spell resistance is like an Armor Class against magical attacks. Include any adjustments to your caster level to this caster level check. In many cases, spell resistance applies only when a resistant creature is targeted by the spell, not when a resistant creature encounters a spell that is already in place.

### **DISMISSING A SPELL**

Spells last as long as their duration however, you can dismiss spells at will. You must be within range of the spell's effect and must speak words of dismissal, which are usually a modified form of the spell's verbal component. If the spell has no verbal component, you can dismiss the effect with a gesture.

Dismissing a spell is a standard action that does not provoke attacks of opportunity.

A spell that depends on concentration is dismissible by its very nature, and dismissing it does not take an action, since all you have to do to end the spell is to stop concentrating on your turn.

### **SPELLS AS ATTACKS**

Some spell descriptions refer to attacking. All offensive combat actions, even those that don't damage opponents are considered attacks. Attempts to turn or rebuke undead count as attacks. All spells that opponents resist with saving throws, that deal damage, or that otherwise harm or hamper subjects are attacks. Spells that summon monsters or other allies are not attacks because the spells themselves don't harm anyone however, if those summoned creatures attack then it counts as an attack.

## Examples of skill checks

### EXAMPLE

A spellcaster wants to blast a group of enemies with flame. The caster has:

**Technique (Create) +8 + Form (Fire) +8 + Intelligence modifier +3 = Total +21**

Initial DC: Create Fire 12 - Create a fire doing 2d6HP damage

Modifiers: +2d6 damage (+8DC), Range Close 12m (+2DC), + Area 6m diameter burst (+3DC)

Final DC: 25

The spellcaster needs to roll a 4 on the d20 to succeed in doing 4d6 points of damage to all targets inside a 6m diameter burst at a range of Close.

Failure – the spellcaster takes up to 3 points of subdual damage (Final DC25 - Skill total 21+d20)

Saving throw DC = 13 (Base 10 + Intelligence modifier 3)

### EXAMPLE

A spellcaster wants to cast a strength enhancing spell on his body guard that will last all day. The caster has:

**Technique (Change) +6 + Form (Body) +8 + Intelligence modifier +3 = Total +17**

Initial DC: Change Body 8 – Enhance/ Diminish a person e.g. +2 or -2/ Ability score

Modifiers: +2 Strength (+8DC), Duration 12 hours (+6DC)

Final DC: 22

The spellcaster needs to roll a 5 on the d20 to succeed in granting his guard a +4 enhancement bonus to his Strength score for 12 hours. He must touch the guard to cast the spell.

Failure – the spellcaster takes up to 4 points of subdual damage. (Final DC22 - Skill total 17+d20)

### EXAMPLE

A spellcaster wants to cast a concealing spell on himself and his friends (all Medium size) that simultaneously affects the senses of seeing and hearing. The caster has:

**Technique (Destroy) +6 + Form (Illusion) +6 + Intelligence modifier +3 = Total +12**

Initial DC: Destroy Illusion 16 – Destroy a Medium size object/ creature's ability to affect one sense

E.g. a destroy a person's ability to affect the sense of sight (granting invisibility)

Modifiers: + area of effect burst 6m diameter (+3DC), + sense of hearing (+4DC) Duration:

Concentration (+2DC)

Final DC: 25

The spellcaster needs to roll a 13 on the d20 to succeed in granting themselves and his friends inside a 6m diameter burst the effects of being invisible and silent for as long as the spellcaster concentrates.

Failure – the spellcaster takes up to 12 points of subdual damage. (Final DC25 - Skill total 12+d20)

## **Techniques**

### **Change**

This is the Art of transformation and transmutation. Through this Art, magi can direct and control the essential mechanisms of change itself. A transformation is easiest when there is a strong connection between the original object and that resulting from the transformation: for example, it is relatively easy to turn a leaf into an apple.

There are two types of Change spells, those that change the shape of an object and those that change the substance of an object. Although Change spells are normally of limited duration, the shape of an object may be permanently changed if the substance is altered. Although the original substance eventually returns, the shape may not e.g. a Change Earth spell can be cast to change a stone wall into dirt, which falls to the ground. The dirt eventually becomes stone again, but is now a pile of stone, instead of the wall it once was.

### **Control**

The Art of Control allows a magus to regulate matter or compel the physical actions of creatures and objects. One kind of Control spell might lift someone into the air, and another might make a person act a certain way.

A Control spell does not change the target, it merely moves or controls it.

Control spells can also summon a creature such as an elemental.

Control spells are also able to teleport creatures and objects.

### **Create**

This Art allows you to produce objects from nothing. It turns dreams into reality. You can also use the Art of Create to perfect things that have deteriorated from their ideal nature, such as to heal a broken arm or to mend a broken vase. A Create spell might grow back a severed hand or create a bird, but it cannot grow wings on a person (that would be a Change spell).

### **Destroy**

The one trait held in common by all objects and creatures in the temporal world is that some day, inevitably, they will cease to exist. The magus who understands the Art of Destroy knows this, and uses magic to control the universal process whereby things are destroyed.

Aging, disease, decay, and dissolution are all properties inherent to objects and living things and can be drawn out through this Art.

### **Perceive**

Perceive is the Art of perception. All things in the world are connected to each other, and Perceive allows magi the ability to see, read, and learn from these connections.

Perceive lets you perceive things or see through them. A Perceive Earth spell, for instance, can let you see through walls. Perceive cannot affect the subject of its spells (the person or thing you're watching).

## **Forms**

### **Air**

Air is the Art of air, wind, and weather. Air spells are powerful because the element of air is ubiquitous. Air includes in its scope most weather phenomena such as storms, lightning, rain, mist, and falling snow.

Affects Creature Types & Subtypes

- Elementals (Air)
- Air e.g. Arrowhawk, Genie

Damage types

- Electrical, Sonic

### **Body**

Body is the Art of humans and humanlike bodies. It governs the intricate interactions that occur in those bodies with souls, as well as those that once had souls.

Affects Creature Types

- Humanoid e.g. Human, Hobgoblin
- Giant e.g. Hill Giant, Storm Giant
- Monstrous Humanoid e.g. Centaur, Gargoyle
- Undead (humanoids) e.g. Zombie, Vampire

### **Earth**

This Form concerns solids, especially earth, crystal, metal and stone. Telekinesis is a function of Earth in that the physical form can be manipulated by this magic. Earth affects the very foundation of the world.

Affects Creature Types & Subtypes

- Construct e.g. Animated object, Golem
- Elementals (Earth)
- Earth e.g. Xorn, Thqqua

### **Fire**

This Form concerns fire, heat, and light. Fire is the most lifelike of the four elements: it moves, it devours, and it grows. Also, just as a living thing, it can be killed by the other three elements—smothered by earth, quenched by water, or blown apart by wind. Fire's position midway between inert matter and living being gives it the advantages of both.

Affects Creature Types & Subtypes

- Elementals (Fire)
- Fire e.g. Azer, Magmin

Damage types

- Fire, Cold

### **Illusion**

This Form concerns illusions, phantasms and the senses. Masters of this Art have learned to separate the impressions a thing leaves on the senses from the thing itself, and many of them likewise become separated from what those around them see as reality.

Affects Creature Types

- None specifically

Damage types

- Sonic

## **Machines**

This form is focused on technology, manipulating machines and constructs with magic. It has many similarities to Body in the way it can be used to repair and augment the physical forms of machines. However, it is also similar to Earth in that it affects solid matter, usually metallic in nature.

Affects Creature Types

- Construct e.g. Animated object, Golem

## **Magic**

This Form concerns raw magical power. All the Arts rely on the raw energy and potential of magic, but this Art refines the use of magic itself, allowing magi to assume even greater control of their spells. Magic also affects supernatural creatures such as angels and demons, which are innately magical creatures.

Magic allows the spellcaster to connect to the Planes and to both Holy/ Unholy powers.

Affects Creature Types

- Dragon e.g. Red, Gold
- Fey e.g. Nymph, Sprite
- Magical Beast e.g. Basilisk, Blink Dog
- Outsider e.g. Demon, Rakshasa

Damage types

- Force

## **Mind**

This Form concerns minds, thoughts, and spirits. It comes as close as magic can to affecting souls. Through this Form magi manipulate memories, thoughts, and emotions. They can also affect the “bodies” of noncorporeal beings, such as ghosts, as these are maintained in the physical world directly by a spirit’s will.

Affects Creature Types

- None specifically

## **Nature**

Nature concerns animals and creatures of all kinds, from the fish of the sea to the birds of the air.

Nature spells cannot affect people and humanoids.

This Form also concerns plants and trees. This includes plant matter of all types, including that which is no longer alive—like dead wood and linens.

Affects Creature Types

- Aberration e.g. Naga, Rust Monster
- Animal e.g. Bear, Wolf
- Ooze e.g. Gelatinous Cube, Black Pudding
- Plant e.g. Assassin Vine, Phantom Fungus
- Vermin e.g. Spiders, Worms
- Undead animals

Damage types

- Poison

## **Water**

Water concerns all manner of liquids. Through this Art, one gains access to the might of a roaring flood and the gentleness of a clear pool.

Affects Creature Types & Subtypes

- Aquatic e.g. Aboleth, Tojanida
- Elementals (Water)
- Ooze e.g. Gelatinous Cube, Black Pudding

Damage types

- Acid, Cold, Poison

## Meta DC

This system uses a concept of a Meta DC (Difficulty Check) that all Forms use to determine the initial difficulty of casting many spells. For example, any type of directly damaging spells is a base DC 12 to deal 2d6 points of damage. This is to keep some degree of game balance and allow the system to work as seamlessly as possible with concepts of Hit Points, Saving Throws and Challenge Ratings. Irrespective of a player's spell concept/ description the base DC should be in line with this overarching common set of base DCs where possible.

### Initial DC 8

**+4 skill check bonus/ penalty** (+1 or -1/ +4DC)

**+2 Ability enhancement bonus/ penalty** (+1 or -1/ +4DC)

**+2 AC bonus** (+1 /+4DC)

**Deafen** A deafened character cannot hear. She takes a –4 penalty on initiative checks, automatically fails auditory based Perception checks, and has a 20% chance of spell failure when casting spells with verbal components.

### Initial DC 12

**+2 DR bonus/ penalty** (+1 or -1/ +4DC)

**+1 magical enhancement bonus:** Weapon enhancement effects both attack and damage. Armour enhancement effects DR. Shield enhancement effects AC (+1 enhancement/ +4DC).

**Bull rush/ trip** at + 4 on roll (+2/+4DC): An attacker who is prone has a –4 penalty on melee attack rolls and cannot use a ranged weapon (except for a crossbow). A defender who is prone gains a +4 bonus to Armor Class against ranged attacks, but takes a –4 penalty to AC against melee attacks. Standing up is a move-equivalent action that provokes an attack of opportunity.

**Blur** 20% miss chance

**Courage:** +2 morale bonuses on attack rolls and skill checks (excluding Forms and Techniques).

**Entangled:** The character is ensnared. Being entangled impedes movement, but does not entirely prevent it unless the bonds are anchored to an immobile object or tethered by an opposing force. An entangled creature moves at half speed, cannot run or charge, and takes a –2 penalty on all attack rolls and a –4 penalty to Dexterity. An entangled character who attempts to cast a spell must add +4 to the DC.

**Enlarge/ reduce** a target by a size category (+ or - Size/ +8DC).

Enlargement from Medium to Large: height x2, weight x 8. Target gains: +2 size bonus to Strength, –2 size penalty to Dexterity (to a minimum of 1), +4 size bonus to grapple, and a –1 penalty on attack rolls and AC due to its increased size. A humanoid creature whose size increases to Large has a space of 4m and a natural reach of 4m.

Reduction from Medium to Small: height /2, weight /8. Target gains: +2 size bonus to Dexterity, –2 size penalty to Strength (to a minimum of 1), -4 size penalty to grapple, and a +1 bonus on attack rolls and AC due to its reduced size.

**Fatigue:** A fatigued target can neither run nor charge and takes a –2 penalty to Strength and Dexterity.

**HP Damage/ Heal 2d6** (+1d6/ +4DC)

**Light/ darkness**

**Shaken:** A shaken target takes a –2 penalty on attack rolls, saving throws, skill checks, and ability checks.

**Slow:** A slowed target moves at half speed, cannot run or charge, and takes a –2 penalty on all attack rolls and a –4 penalty to Dexterity.

**Summon/ Banish/ Animate/ Control** CR2 (+1CR/ +4DC)

### Initial DC 16

**Displacement** 50% miss chance

**Exhaustion:** An exhausted character moves at half speed and takes a –6 penalty to Strength and Dexterity.

**Fly** Base speed 12m (+4m Speed/ +4DC), Maneuverability Class Poor (+1 Maneuverability Class/ +4DC)

**Frenzy:** The target gains +4 morale bonus to STR & CON, -4 AC and will attack the nearest creature.

**Immobilize:** An immobile target cannot move. An immobilized target is not helpless.

**Invisibility:** The creature or object touched becomes invisible, vanishing from sight, even from darkvision. If the recipient is a creature carrying gear, that vanishes, too.

**Panic:** Targets who are panicked are shaken, and they run away from the source of their fear as quickly as they can. Other than running away from the source, their path is random. They flee from all other dangers that confront them rather than facing those dangers. Panicked characters cower if they are prevented from fleeing.

**Sickened:** A character takes a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

**Silence:** Spells with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes through the area.

**Vulnerable to critical strikes/ sneak attacks**

**Ward** against FORM spells and damage: An invisible, mobile field surrounds the target and prevents spells less than and equal to this Initial DC from affecting the warded target. (+ effectiveness/ + DC) If the spell or effect (e.g. a non magical lightning bolt) are damaging – the ward absorbs a maximum 10 points of damage (+20/+4DC).

**Initial DC 20**

**Blindness:** The target cannot see, -2 penalty to Armor Class, loses Dexterity bonus to AC (if any), moves at half speed, and takes a -4 penalty on Search checks and on most Strength- and Dexterity-based skill checks. All checks and activities that rely on vision (such as reading and visual Perception checks) automatically fail. All opponents are considered to have total concealment (50% miss chance) to the blinded character.

**Fascinated:** Target stands or sits quietly, taking no actions other than to pay attention to the fascinating effect, for as long as the effect lasts. The target is not helpless. It takes a -4 penalty on skill checks made as reactions, such as Perception checks.

**Cripple limb:** If this is a leg: moves at half speed, cannot run or charge and takes a -6 penalty to Strength and Dexterity. If this is an arm: cannot use that arm and takes a -6 penalty to Strength and Dexterity.

**Stun:** A stunned target drops everything held, can't take actions, takes a -2 penalty to AC, and loses his Dexterity bonus to AC (if any). A stunned character is not helpless.

**Nausea:** Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move action per turn.

**Vampiric HP drain:** 2d6 (+1d6/ +4DC)

**Initial DC 20**

**Daylight:** This spell may affect supernatural creatures that are harmed by daylight. Creatures that take penalties in bright light also take them while within the radius of this magical light.

**Paralyze:** A paralyzed target is frozen in place and unable to move or act. A paralyzed character has effective Dexterity and Strength scores of 0 and is helpless, but can take purely mental actions. A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A paralyzed swimmer can't swim and may drown. A creature can move through a space occupied by a paralyzed creature—ally or not.

**Teleport** (+ Familiarity/ +DC)

**Initial DC 40**

Kill a creature - up to CR10 (+2CR/ +4DC)

## **Spellcasting limits per day**

As written, there are no limits to the number of spells that can be cast each day. However, the system can be easily capped/ modified to suit different game styles. The most effective and simplest limitation is to increase the spellcasting DC by 1 for each successful spell cast per day.

## **Magic and Faith**

This spell system applies to all spellcasting however, some spellcasters will draw their power from their deities as faithful individuals. This is to be considered predominantly a roleplaying aspect of the system and any systemic advantages/ disadvantages of the types discussed below should be negotiated and are not to be considered 'rules'.

Faithful characters who draw their power from their deity should adhere to the tenets of their deity. These characters may suffer limitations in terms of the Techniques and Forms that they may cast. For example, a character who worships the god of fire may be unable to cast water spells. However, these characters may also gain advantages in casting spells aligned with their faith. For example, a character who worships the god of healing may gain bonuses to their healing spells.

Additionally, some spells have a Faith Requisite (e.g. *Holy Sword*) which can only be cast by characters who are both faithful and acting in accordance with the tenets of their deities.

## **Combining Magical Effects**

Spells or magical effects usually work as described, no matter how many other spells or magical effects happen to be operating in the same area or on the same recipient. Except in special cases, a spell does not affect the way another spell operates. Whenever a spell has a specific effect on other spells, the spell description explains that effect. Several other general rules apply when spells or magical effects operate in the same place:

**Stacking Effects:** Spells that provide bonuses or penalties on attack rolls, damage rolls, saving throws, and other attributes usually do not stack with themselves. More generally, two bonuses of the same type don't stack even if they come from different spells or from effects other than spells.

*Different Bonus Types:* The bonuses or penalties from two different spells stack if the modifiers are of different types. A bonus that isn't named stacks with any bonus.

*Same Effect More than Once in Different Strengths:* In cases when two or more identical spells are operating in the same area or on the same target, but at different strengths, only the best one applies.

*Same Effect with Differing Results:* The same spell can sometimes produce varying effects if applied to the same recipient more than once. Usually the last spell in the series trumps the others. None of the previous spells are actually removed or dispelled, but their effects become irrelevant while the final spell in the series lasts.

*One Effect Makes Another Irrelevant:* Sometimes, one spell can render a later spell irrelevant. Both spells are still active, but one has rendered the other useless in some fashion.

*Multiple Mental Control Effects:* Sometimes magical effects that establish mental control render each other irrelevant, such as a spell that removes the subject's ability to act. Mental controls that don't remove the recipient's ability to act usually do not interfere with each other. If a creature is under the mental control of two or more creatures, it tends to obey each to the best of its ability, and to the extent of the control each effect allows. If the controlled creature receives conflicting orders simultaneously, the competing controllers must make opposed Charisma checks to determine which one the creature obeys.

**Spells with Opposite Effects:** Spells with opposite effects apply normally, with all bonuses, penalties, or changes accruing in the order that they apply. Some spells negate or counter each other.

**Instantaneous Effects:** Two or more spells with instantaneous durations work cumulatively when they affect the same target.

## AIR GUIDELINES

Air is the Art of air, wind, and weather. Air spells are powerful because the element of air is ubiquitous. Air includes in its scope most weather phenomena such as storms, lightning, rain, mist, and falling snow.

Affects Creature Types & Subtypes

- Elementals (Air)
- Air e.g. Arrowhawk, Genie

Damage types

- Electrical, Sonic

### Change Air

#### **Initial DC 8:**

- **Change Air (Minor):** You can double or halve the strength or intensity of an existing minor air phenomenon (e.g. fog, smoke, or odour) within a 6m diameter burst. A minor air phenomenon is something that affects the senses of other creatures (animals and sentient beings) but is inherently non-damaging. Generally speaking, a doubling or halving results in the appropriate positive or negative circumstance bonus change (i.e. + or - 2). If you find yourself attempting to damage or affect another creature (beyond altering their sensory perception) then this is considered an attack beyond the capability of this spell. *EXAMPLE: You let one rip and use Change Air (Minor), doubling its odour to ensure your group mates share in its glory.*
- **Transform Air (Minor):** You can transform a cubic meter of an existing minor air phenomenon into another form of minor phenomenon (+1m3/ +4DC). E.g. you can transform the colour of the phenomenon from one colour to another or transform the odour from something to something else. A minor air phenomenon is something that affects the senses of other creatures (animals and sentient beings) but is inherently non-damaging. At best, this spell will grant an appropriate positive or negative circumstance bonus change (ie/ + or - 2). If you find yourself attempting to damage or affect another creature (beyond altering their sensory perception) then this is considered an attack beyond the capability of this spell. *EXAMPLES: change the wind to a vibrant yellow colour or change fog to taste of strawberries.*

#### **Initial DC 12:**

- **Transform Mundane Air:** You can change up to a cubic meter of an existing mundane gas into a mundane gas of an equivalent amount (i.e. 1 cubic meter). A mundane gas is one which naturally occurs and is normal. Mundane items are always non magical. Mundane gases are affected by other mundane effects (such as wind). Using this spell, you can change the air that a creature is attempting to breathe but this constitutes an attack and the creature may make a Fortitude Save (in the case of resisting the physical effects of the spell). If this spell attempts to cause damage (i.e. causing air to turn to acid), this spell is not valid. For example, using this spell you can change air into a cubic meter of fog, smoke or odour. Fog and smoke obscures all sight, including darkvision, beyond 2 meters. A creature within 2 meters has concealment (attacks have a 20% miss chance). By increasing the DC of the spell by 4, the fog can be thickened to grant total concealment (50% miss chance, and the attacker can't use sight to locate the target).
- **Increase Flying Speed:** Grants a target which already has a natural flight ability increased base movement speed of 4 meters per round (+4m enhancement bonus/ +4DC). This spell operates by controlling the very atmosphere around the target to allow greater speed.

#### **Initial DC 16:**

- **Weapon Enchantments:** The target weapon is granted one of the following special abilities: Distance, Throwing, Returning, Shock. If two spells of this type are cast that have similar types effects such as increased damage e.g. Frost and Shock, only the most powerful spell is active.

If two spells of this type are cast that have different types of effects e.g. Frost and Returning, both spells are active.

- Distance: This property can only be placed on a ranged weapon. A weapon of distance has double the range increment of other weapons of its kind.
- Returning: This special ability can only be placed on a weapon that can be thrown. A returning weapon flies through the air back to the creature that threw it. It returns to the thrower just before the creature's next turn (and is therefore ready to use again in that turn). Catching a returning weapon when it comes back is a free action. If the character can't catch it, or if the character has moved since throwing it, the weapon drops to the ground in the square from which it was thrown.
- Shock: A shock weapon is sheathed in crackling electricity. The electricity does not harm the wielder. The effect remains until another command is given. A shock weapon deals an extra 1d6 points of electricity damage on a successful hit. Bows, crossbows, and slings so crafted bestow the electricity energy upon their ammunition.
- Throwing: This ability can only be placed on a melee weapon. A melee weapon crafted with this ability gains a range increment of 4m and can be thrown by a wielder proficient in its normal use.
- Transform Mundane Air into Unnatural Air: As DC12 spell 'Transform Mundane Air' other than you can change up to a cubic meter of mundane gas (+1m3/ +4DC) into a damaging version of mundane gas e.g. air into chlorine gas. The damage caused is 2d6 (+1d6/+4DC) and a Reflex save applies for half damage. If you are attempting to change the air inside the target into an unnatural gas, you require a least a skill rank in the appropriate Form (i.e. if you are attempting to perform this inside a plant, you require NATURE; if a human, BODY).
- Change air into a solid fog: A creature caught within the fog finds it incredibly difficult to move. Creatures may make a Strength check against DC15 and move 2m for each point by which the check result exceeds the DC. If you have at least 4m of fog between you and an opponent, partial cover (+4 AC) and partial concealment (20% miss chance).

#### **Initial DC 24:**

- Gaseous form (Form Requisites): The subject and all the subject's gear become insubstantial, misty, and translucent. In order to be able to use this spell successful on anything but an AIR based creature, you require a least a skill rank in the appropriate Form (i.e. if you are attempting to make a human gaseous, you require BODY, if a mechanical device, MACHINE). The subject gains damage reduction 20/+1. Spells, spell-like abilities, and supernatural abilities affect them normally. The subject's material armor (including natural armor) becomes worthless, though the subject's size, Dexterity, deflection bonuses, and magical armor bonuses still apply. The subject becomes immune to poison and critical hits. The subject can't attack or cast spells with verbal, somatic, material, or focus components while in gaseous form (note that this does not rule out certain spells cast silently and still with the usual increased DC modifiers). The subject loses supernatural abilities while in gaseous form. If the subject has a touch spell ready to use, it is discharged harmlessly when the spell takes effect. The gaseous creature can't run but can fly (base speed 12; +4m/ +4DC, maneuverability perfect). The subject can pass through small holes or narrow openings, even mere cracks, with all the subject was wearing or holding, as long as the spell persists. It can't, however, pass through solid matter. The gaseous creature is subject to wind(to the extent that the wind pushes them in the direction the wind is moving) but can move against if it has a speed greater than that of the wind. Gaseous creatures do not need to breathe and are immune to attacks involving breathing. Gaseous creatures can't enter water or other liquid. Gaseous creatures are not ethereal or incorporeal. Discerning a creature in gaseous form from natural mist requires a Spot check (DC 15). Creatures in gaseous form attempting to hide in an area with mist, smoke, or other gas gain a +20 bonus.

#### Control Air

#### **Initial DC 4:**

- **Control the Wind:** You can control natural wind up to 6m3 of air (+6m3 / +4DC) in a natural fashion. For example, you can create a breeze (light wind) from still air, increase (or decrease) a breeze by a single wind category: from still air to a light wind, a light wind to moderate, moderate to strong, strong to severe, severe to a windstorm, a windstorm to hurricane-force; hurricane-force to tornado (each additional step/+4DC); or control the direction of an existing wind by 25 degrees (+25 degrees/+4DC).
  - **Light Wind (0–16km):** A gentle breeze, having little or no game effect.
  - **Moderate Wind (17–32 km):** A steady wind with a 50% chance of extinguishing small unprotected flames, such as candles.
  - **Strong Wind (33–48 km):** Gusts that automatically extinguish unprotected flames (candles, torches, and the like). Such gusts impose a –2 penalty to ranged attacks and to Listen checks. Makes sailing difficult (+4 to checks). Tiny or smaller creatures are *knocked down* (Fort save to resist)
  - **Severe Wind (49–80 km):** In addition to automatically extinguishing any unprotected flames, winds of this magnitude cause protected flames (such as those of lanterns) to dance wildly and have a 50% chance of extinguishing these lights. Ranged weapon attacks and Listen checks are at a –4 penalty. Causes minor ship and building damage (torn sails, roof tiles come off). Tiny creatures are *blown away*, small creatures are *knocked down*, medium creatures are *checked* (Fort save to resist).
  - **Windstorm (81–120 km):** Powerful enough to bring down branches if not whole trees, windstorms automatically extinguish unprotected flames and have a 75% chance of blowing out protected flames, such as those of lanterns. Ranged weapon attacks are impossible, and even siege weapons have a –4 penalty to attack. Listen checks are at a –8 penalty due to the howling of the wind. Drives most flying creatures from the skies, uproots small trees, knocks down light wooden structures, tears off roofs, and endangers ships. Small and tiny creatures are blown away, medium are *knocked down*, large or huge are checked.
  - **Hurricane-Force Wind (121–280 mph):** All flames are extinguished. Ranged attacks are impossible (except with siege weapons, which have a –8 penalty to attack). Listen checks are impossible: All characters can hear is the roaring of the wind. Hurricane-force winds often fell trees, destroy wooden buildings, and cause most ships to founder. Medium creatures and smaller are *blown away*, large are *knocked down*, huge are *checked*.
  - **Tornado (281-480+ km):** All flames are extinguished. All ranged attacks are impossible (even with siege weapons), as are Listen checks. Instead of being blown away (see below), characters in close proximity to a tornado who fail their Fortitude saves are sucked toward the tornado. Those who come in contact with the actual funnel cloud are picked up and whirled around for 1d10 rounds, taking 3d6 points of damage per round, before being violently expelled (falling damage may apply). While a tornado's rotational speed can be as great as 300 mph, the funnel itself moves forward at an average of 30 mph. A tornado uproots trees, destroys buildings, and causes other similar forms of major destruction. Large and smaller creatures are blown away, huge are *knocked down*.

#### Categories of effect

- **Checked:** Creatures are unable to move forward against the force of the wind. Flying creatures are blown back 1d4x5 meters.
- **Knocked Down:** Creatures are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6x5 meters.
- **Blown Away:** Creatures on the ground are knocked prone and rolled 1d4x5 meters, sustaining 1d4 points of subdual damage per 2 meters. Flying creatures are blown back 2d6x5 meters and sustain 2d6 points of subdual damage due to battering and buffering.

#### Initial DC 8:

- **Control Air Unnaturally:** You can control up to 6m<sup>3</sup> of all types (+6m<sup>3</sup> / +4DC) of natural and unnatural air and gases in a slightly unnatural fashion e.g. stand in smoke without it touching you, or contain /repel a poison gas attack, or move directly against the prevailing wind (or even against an opponent who is using magic to affect the wind naturally).
- **Feather fall:** Slow a falling target up to Medium size so that it takes no damage when it lands (+1 size/ +4DC). The affected creatures or objects fall slowly. Feather fall instantly changes the rate at which the targets fall to a mere 20m per round (equivalent to the end of a fall from a few feet), and the subjects take no damage upon landing while the spell is in effect. However, when the spell duration expires, a normal rate of falling resumes. This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item the object does half normal damage based on its weight, with no bonus for the height of the drop. Feather fall works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature.
- **Telekinesis (Minor):** Use the air to control or slowly move a single creature/ object of up to 25kg at a distance of Close e.g. a mug, an instrument (+50kg/ +4DC). The spell has a -2 for opposed strength checks (+2 opposed checks/ +4DC). The weight can be moved vertically, horizontally, or in both directions. An object cannot be moved beyond your range. The spell ends if the object is forced beyond the range. An object can be manipulated as if with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated, and so on, if the force required is within the weight limitation. You might even be able to untie simple knots, though delicate activities such as these require Intelligence checks.

#### **Initial DC 12:**

- **Control Air Highly Unnaturally:** Control up to 3m<sup>3</sup> of air/ gases in a highly unnatural fashion e.g. take on a humanoid form. (+3m<sup>3</sup>/ +4DC)
- **Ward:** Ward against CR 3 Air Elementals (+2CR/ +4DC). See [Extended Explanations](#)
- **Slow:** Bind a target with air so that it is slowed. A slowed creature moves at half speed, cannot run or charge, and takes a -2 penalty on all attack rolls and a -4 penalty to Dexterity. Affects a target up to Medium size (+1 Size/ +4DC)
- **Summon/ Banish:** Summon/ Banish up to CR 2 of Air Elementals (+1CR/ +4DC). See [Extended Explanations](#)
- **Control Elemental:** Control up to a maximum of CR 3 of Air Elementals (+2CR/ +4DC). See [Extended Explanations](#)

#### **Initial DC 16:**

- **Fly:** Use air currents to grant a target the ability to fly at Speed 12m (+4m Speed/ +4DC) with Maneuverability Class Poor (+1 Maneuverability Class/ +4DC)
- **Ward against Air:** Wards against spells and damage - An invisible, mobile field surrounds the target and prevents spells less than and equal to this Initial DC from affecting the warded target. (+ effectiveness/ + DC) If the spell or effect (e.g. a non magical lightning bolt) are damaging – the ward absorbs a maximum 10 points of damage (+20/+4DC).
- **Immobilize:** Bind a target with air: The target can act normally but cannot move, it can speak but not be heard above the winds, spellcasters are considered to be in Vigorous Motion. Ranged attacks in or out are at -2 to attack. Affects a target up to Medium size (+1 Size/ +4DC)
- **Make Arrows Hit Harder:** Control air in a highly unnaturally fashion to make an arrow in flight strike its target harder which causes an additional 1d6 points of damage (+1d6/+4DC). Can only affect a single arrow (+arrow/+8DC).
- **Arrow Strike True:** Control air in a highly unnaturally fashion to make an arrow strike its target true which gives an additional +4 circumstance bonus to hit on a single arrow in flight (+1/+2DC). Can only affect a single arrow (+arrow/+8DC).

### Initial DC 20:

- **Telekinesis (Major):** Use the air to violently move a single creature/ object of up to 50kgs at a distance of Close (+ 50kgs/ +4DC). This is fast enough to deal significant damage. If the target hits a passable barrier en route to its destination (such as a desk or pew), the target takes 1d3 bludgeoning damage per 3m moved from the impact (max4d3). If the target hits an impassable barrier (such as a wall or bookshelf), the target takes 1d6 bludgeoning damage per 4m moved from the impact (max4d6). If the target hits a piercing barrier (such as spikes or claws), it takes 2d6 piercing damage per 4m moved from the stab (max6d6). Finally, if the target falls any significant distance it also takes damage from falling. Anything the target hits also takes damage but only half. The spell has a +2 for opposed strength checks (+2/ +4DC).
- **Air Walk:** The subject can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. The maximum upward or downward angle possible is 45 degrees, at a rate equal to one-half the air walker's normal speed. A strong wind (21+ mph) can push the subject along or hold it back. At the end of its turn each round, the wind blows the air walker 5 feet for each 5 miles per hour of wind speed. The creature may be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control over movement or physical damage from being buffeted about. Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends in this way if the air walk spell is dispelled, but not if it is negated by an antimagic field. You can cast the spell on a specially trained mount so it can be ridden through the air. You can train a mount to move with the aid of this spell (counts as a trick; see Handle Animal skill) with one week of work and a DC 25 Handle Animal check.
- **Armour Enchantment:** Grant target armour one of following special abilities: Electricity Resistance, Sonic Resistance. If two spells of this type are cast that have similar types effects such as increased damage resistance e.g. Fire Resistance and Acid Resistance, only the most powerful spell is active. If two spells of this type are cast that have different types of effects e.g. Fire Resistance and Bashing, both spells are active.
  - **Electricity Resistance:** The armor absorbs the first 10 points of electricity damage per attack that the wearer would normally take. Can absorb a total of 30 points of damage.
  - **Sonic Resistance:** The armor absorbs the first 10 points of sonic damage per attack that the wearer would normally take. Can absorb a total of 30 points of damage.

### Initial DC 32:

- **Cyclone:** Force the air to form powerful cyclone of raging wind (2m wide at the base and 8m high) that moves through the air, along the ground, or over water at a speed of 20m per round. You can concentrate on controlling the cyclone's every movement or specify a simple program. Directing the cyclone's movement or changing its programmed movement is a standard action for you. The cyclone always moves during your turn. If the cyclone exceeds the spell's range, it moves in a random, uncontrolled fashion for 1d3 rounds and then dissipates. (You can't regain control of the cyclone, even if comes back within range.) Any Large or smaller creature that comes in contact with the spell effect must succeed on a Reflex save or take 3d6 points of damage. A Medium or smaller creature that fails its first save must succeed on a second one or be picked up bodily by the cyclone and held suspended in its powerful winds, taking 1d6 points of damage each round on your turn with no save allowed. You may direct the cyclone to eject any carried creatures whenever you wish, depositing the hapless souls wherever the cyclone happens to be when they are released.

### Initial DC 40:

- **Change Weather:** Change the weather in the local area. It takes 10 minutes to cast the spell and an additional 10 minutes for the effects to manifest. You can call forth/ banish weather appropriate to the climate and season of the area you are in.

Season	Possible Weather
Spring	Tornado, thunderstorm, sleet storm, or hot weather
Summer	Torrential rain, heat wave, or hailstorm
Autumn	Hot or cold weather, fog, or sleet
Winter	Frigid cold, blizzard, or thaw

You control the general tendencies of the weather, such as the direction and intensity of the wind. You cannot control specific applications of the weather—where lightning strikes, for example, or the exact path of a tornado. When you select a certain weather condition to occur, the weather assumes that condition 10 minutes later (changing gradually, not abruptly). The weather continues as you left it for the duration, or until you use a standard action to designate a new kind of weather (which fully manifests itself 10 minutes later). Contradictory conditions are not possible simultaneously.

### Create Air

#### **Initial DC 4:**

- Create 1m<sup>3</sup> of air (+1m<sup>3</sup>/ +4DC).

#### **Initial DC 8:**

- Deafness: Create a thunderclap that causes Deafness. A deafened character cannot hear. They take a –4 penalty on initiative checks, automatically fails Perception checks that rely on sound, and have a 20% chance of spell failure when casting spells with verbal components. Affects up to CR 2 (+2CR/ +4DC)
- Concealment Fog (Minor): Create a light fog - If there is 4m of fog between you and an opponent it provides partial concealment (20% miss chance, and the attacker cannot use sight to locate the target)
- Air bubble: creates a small pocket of breathable air that surrounds the touched creature's head or the touched object. The air bubble allows the creature touched to breathe underwater or in similar airless environments, or protects the object touched from water damage. NOTE: This spell may not be used to cause damage e.g. harm a water breathing creature.

#### **Initial DC 12:**

- Trip/ Bullrush: Create a blast of air to bull rush or trip a target with a +4 on the roll (+2/ +4DC)
- Create lightning or a sonic blast doing 2d6 damage (+1d6/+4DC).

#### **Initial DC 16:**

- Concealment Fog (Major): Create a heavy fog - If there is 4m of fog between you and an opponent it provides total concealment (50% miss chance, and the attacker cannot use sight to locate the target)
- Wind Blast: Create a torrent of wind - A Tiny or smaller creature on the ground is knocked down and rolled 1d4x3m, taking 1d4 points of nonlethal damage per 3m. If flying, a Tiny or smaller creature is blown back 2d6x3m and takes 2d6 points of nonlethal damage due to battering and buffeting. Small creatures are knocked prone by the force of the wind or, if flying, are blown back 1d6x3m. Medium creatures are unable to move forward against the force of the wind or, if flying, are blown back 1d6x2m. Large or larger creatures may move normally within the wind effect. (+1 Size effect/+4DC)
- Shock Blade: Create a 3-foot-long, blazing beam of electricity in the target's hand. Attacks with the *shock blade* are made as melee touch attacks. The blade deals 1d6 points of electrical damage (+1d6/ +8DC). Since the blade is immaterial, Strength modifier does not apply to the damage. A *shock blade* can ignite combustible materials such as parchment, straw, dry sticks, and cloth.

#### **Initial DC 20:**

- Create a solid fog: A creature caught within the fog finds it incredibly difficult to move. Creatures may make a Strength check against DC15 and move 2m for each point by which the check result exceeds the DC. If you have at least 4m of fog between you and an opponent, it provides partial cover (+4 AC) and partial concealment (20% miss chance).
- Create a severe rainstorm/ snowstorm. Spellcasters within the area are considered to be in Violent Motion (i.e. +8 to spellcasting DC). The rain or snow reduces visibility ranges by half, resulting in a -4 penalty on Perception and Search checks. In addition to automatically extinguishing any unprotected flames, winds of this magnitude cause protected flames (such as those of lanterns) to dance wildly and have a 50% chance of extinguishing these lights. Ranged weapon attacks are at a -4 penalty.
- Wall of Electricity/ Sonic Waves: Create electricity or sonic waves in the shape of a wall 6m long (+6m/ +4DC) or a ring with a radius of 2m (+2m/+4DC); either form is 6m high. One side of the wall, selected by you, sends forth waves, dealing 2d4 points of damage to creatures within 4m and 1d4 points of damage to those past 4m but within 6m. The wall deals this damage when it appears and on your turn each round to all creatures in the area. In addition, the wall deals 2d6 points of damage (+1d6/ +4DC) to any creature passing through it. If you create the wall so that it appears where creatures are, each creature takes damage as if passing through the wall.

#### **Initial DC 24:**

- Create a shield of electricity: This spell wreathes a target in electricity and causes damage to each creature that attacks it in melee. Any creature striking the shielded target with its body or a handheld weapon deals normal damage, but at the same time the attacker takes 1d6 points of electrical damage (+1d6/ +4DC). Attacks made by creatures wielding weapons with reach are not subject to this damage.

#### **Initial DC 40:**

- Cloudkill - This spell generates a fog with vapors that are yellowish green and poisonous. These vapors automatically kill any living creature with 3 or fewer CR (no save). A living creature with 4 to 6 CR is slain unless it succeeds on a Fortitude save (in which case it takes 1d4 points of Constitution damage on your turn each round while in the cloud). A living creature with 6 or more CR takes 1d4 points of Constitution damage on your turn each round while in the cloud (a successful Fortitude save halves this damage). Holding one's breath doesn't help, but creatures immune to poison are unaffected by the spell. Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down den or sinkhole openings. It cannot penetrate liquids, nor can it be cast underwater.
- Storm Cloud: Create an enormous black storm cloud with a diameter of 60m and a duration of thirty seconds
  - 1<sup>st</sup> Round:* Lightning and crashing claps of thunder appear within the storm. Each creature beneath the cloud must succeed on a Fortitude save or be deafened for 1d4x8 minutes.
  - 2nd Round:* Acid rains down in the area, dealing 1d6 points of acid damage.
  - 3rd Round:* You call six bolts of lightning down from the cloud. You decide where the bolts strike. No two bolts may be directed at the same target. Each bolt deals 4d6 points of electricity damage. A creature struck can attempt a Reflex save for half damage.
  - 4th Round:* Hailstones rain down in the area, dealing 4d6 points of bludgeoning damage.
  - 4th Round onward:* Violent rain and wind gusts reduce visibility. The rain obscures all sight, including darkvision, beyond 2m. A creature 2m away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). Speed is reduced by three-quarters. Ranged attacks within the area of the storm are impossible. Spellcasters within the area are considered to be in Violent Motion.

#### **Destroy Air**

#### **Initial DC 4:**

- Destroy up to 1m<sup>3</sup> of air/ gases (+1m<sup>3</sup>/ +4DC).
- Stop very minor weather phenomena, such as breezes.

**Initial DC 8:**

- Destroy one aspect of mundane air/ gases e.g. its smell - Up to 1m<sup>3</sup> (+1m<sup>3</sup>/ +4DC).

**Initial DC 12:**

- Do 2d6HP damage (+1d6/ +4DC) to an air elemental or air subtype creature.

**Initial DC 16:**

- Make Vulnerable: Weaken an air elemental so that it is vulnerable to critical strikes and sneak attacks. Affects up to CR4 (+2CR/ +4DC).
- Destroy one aspect of extraordinary or supernatural air/ gases e.g. its smell - Up to 1m<sup>3</sup> (+1m<sup>3</sup>/ +4DC).
- Stop any one part of a weather phenomenon e.g. stop lightning from striking the target during a thunder-storm.

**Initial DC 20:**

- Drain an air elemental or air subtype creature doing 2d6HP damage (+1d6/+4DC). You gain temporary hit points equal to the damage you deal. However, you can't gain more than the subject's current hit points +CON, which is enough to kill the subject. The temporary hit points disappear 1 hour later.

**Initial DC 24:**

- Destroy air inside a creature e.g. inside a creature's lungs (Requisites). An affected creature can attempt to take actions normally, but each round it does so, beginning in the first round, the subject risks blacking out from lack of oxygen. The target must succeed on a Fortitude save at the end of any of its turns. The DC of this save increases by 1 in every consecutive round after the first one that goes by without a breath. If a subject fails a Fortitude save, it is disabled (0 HP). In the following round, it drops to -1 hit points and is dying.
- Stop/ suppress a weather phenomenon.

**Initial DC 40:**

- Kill an air elemental or air subtype creature - up to CR10 (+2CR/ +4DC)

Perceive Air

**Initial DC 4:**

- Sense one property of air & gases e.g. determine if it is safe to breathe.

**Initial DC 8:**

- Learn all mundane properties of the air & gases.

**Initial DC 12:**

- Make your senses unhindered by the air & gases e.g. you can hear over a howling wind or see through fog.
- Learn the magical properties of something primarily composed of air/ gas.
- Detect air & gases.
- Whispering Wind - The character sends a message or sound on the wind to a designated spot. The whispering wind travels to a specific location within range that is familiar to the character, provided that it can find a way to the location. The whispering wind is unnoticed until it reaches

the location. It then delivers its whisper-quiet message or other sound. Note that the message is delivered regardless of whether anyone is present to hear it. The wind then dissipates. The character can prepare the spell to bear a message of up to twenty-five words, cause the spell to deliver other sounds for 1 round, or merely have the whispering wind seem to be a faint stirring of the air. The character can likewise cause the whispering wind to move as slowly as one kilometer per hour or as quickly as ten kilometers per hour. When the spell reaches its objective, it swirls and remains until the message is delivered. Whispering wind cannot speak verbal components, use command words, or activate magical effects (+25 words/ +4DC).

**Initial DC 16:**

- Predict the weather with a reasonable degree of accuracy up to one week in advance (+1 week/ +4DC).
- Read an air elemental's or air subtype creature's surface thoughts.

**Initial DC 20:**

- Speak with air/ gases. See [Extended Explanations](#)
- Grant a target the ability to communicate with air elementals or air subtype creatures.
- Read the memories of an air elemental up to one week prior (+1 week/ +4DC).

## **BODY GUIDELINES**

Body is the Art of humans and humanlike bodies. It governs the intricate interactions that occur in those bodies with souls, as well as those that once had souls.

Affects Creature Types

- Humanoid e.g. Human, Hobgoblin
- Giant e.g. Hill Giant, Storm Giant
- Monstrous Humanoid e.g. Centaur, Gargoyle
- Undead (humanoids) e.g. Zombie, Vampire

### **Change Body**

#### **Initial DC 4:**

- Change Body (Minor): Change a small part of a humanoid e.g. eyecolour, nose shape

#### **Initial DC 8:**

- Enhance/ Diminish:
  - increase/ decrease speed by 4m (+ or -4m/ +4 DC)
  - +2 or -2 enhancement bonus/ diminishment penalty to one physical Ability score such as STR, DEX or CON (+1 or -1/+4DC)

NOTE: Only one physical Ability score can be enhanced/ diminished.
- Improve Senses: Grant a humanoid one new extraordinary sensory ability effective to a 30m range (+30m/ +4DC): echolocation, darkvision, scent, tremorsense (+1 additional sense/ +8DC)
- Disguise: Change the target's appearance (though they must still remain humanoid in form) granting a +4 enhancement bonus to disguise checks (+4/+4DC).
- Stealth: Chameleon effect – grant a target the ability to change the colours of their body to match their background granting a +4 enhancement bonus on Stealth checks (+4/+4DC)
- Skill Enhancement: Change a humanoid so that it gains a +4 enhancement bonus to one physical skill e.g. climb, jump, swim. (+4/ +4DC)
- Pack Mule: The target's carrying capacity triples. This does not affect the creature's actual Strength in any way, merely the amount of material it can carry while benefiting from this spell. It also has no effect on encumbrance due to armor. If the creature wears armor it still takes the normal penalties for doing so regardless of how much weight the spell allows it to carry.

#### **Initial DC 12:**

- Enlarge/ Reduce: Change a humanoid's size by one size category (+ or - Size/ +8DC).  
Enlarge - If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it— the spell cannot be used to crush a creature by increasing its size. All equipment worn or carried by a creature is similarly enlarged by the spell. Melee and projectile weapons affected by this spell deal more damage. Other magical properties are not affected by this spell. Any enlarged item that leaves an enlarged creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage, and projectiles deal damage based on the size of the weapon that fired them. Magical properties of enlarged items are not increased by this spell.  
Reduce - All equipment worn or carried by a creature is similarly reduced by the spell. Melee and projectile weapons deal less damage. Other magical properties are not affected by this spell. Any reduced item that leaves the reduced creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them).  
EXAMPLE: Enlargement from Medium to Large: height x2, weight x 8. Target gains: +2 size bonus to Strength, -2 size penalty to Dexterity (to a minimum of 1), +4 size bonus to grapple,

and a -1 penalty on attack rolls and AC due to its increased size. A humanoid creature whose size increases to Large has a space of 4m and a natural reach of 4m.

EXAMPLE: Reduction from Medium to Small: height /2, weight /8. Target gains: +2 size bonus to Dexterity, -2 size penalty to Strength (to a minimum of 1), -4 size penalty to grapple, and a +1 bonus on attack rolls and AC due to its reduced size.

#### **Initial DC 16:**

- Change Body (Major) - change a humanoid in a highly unnatural way e.g.
  - claws doing 1d6 damage (+1d6/+4DC)
  - fangs doing 1d4 damage (+1d4/+4DC)
  - armored skin = 2DR enhancement bonus (+1/+4DC)
  - spiked skin doing 1d3 damage (+1d3/ +4DC).

#### **Initial DC 20:**

- Adaptation: Target's body adapts to a hostile environment. Target can adapt to underwater (e.g. growing gills), extremely hot (e.g. becoming cold blooded), or extremely cold (e.g. growing fur, allowing it to survive as if it were a creature native to that environment. It can breathe and move (though penalties to movement and attacks, if any for a particular environment, remain), and it takes no damage simply from being in that environment. However, any environmental feature that normally directly deals 1 or more dice of damage per round deals the target only half the usual amount of damage.
- Change Body (Superior) - Radically change a humanoid in an unnatural way e.g.
  - Wings - Fly at Speed 12m (+4m Speed/ +4DC) with Maneuverability Class Poor (+1 Maneuverability Class/ +4DC).
  - Extra set of limbs - Note: The use of this spell does not automatically grant additional attacks.

#### **Initial DC 24:**

- Polymorph (Minor): Turn a humanoid into an animal/ plant of the same size (+ or -1 Size/ +4DC). The new form cannot be of a higher CR than the RL of the original creature. (Nature requisite). This is similar to Polymorph and the [Extended Explanations](#) encapsulate the rules.
- Petrify: Turn a humanoid into a solid inanimate object of the same size (Earth Requisite).

#### **Initial DC 32:**

- Supernatural Power: Give a humanoid a supernatural ability e.g.
  - Breath weapon dealing 3d6 damage in a 3m cone re-usable every 1d4+1 rounds (Requisites).
- Fusion: Two willing, corporeal, living humanoids of the same or smaller size fuse into one being. See [Extended Explanations](#)
- Polymorph (Major): Turn a humanoid into anything of the same size (+ or -1 Size/ +4DC). The new form cannot be of a higher CR than the RL of the original creature. See [Extended Explanations](#) (Requisites apply e.g. turning a humanoid into a fire elemental also requires Fire)

#### **Initial DC 40:**

- Fission: You can divide a humanoid, creating a duplicate that comes into existence 2m away. See [Extended Explanations](#)

#### Control Body

#### **Initial DC 8:**

- Deflect attacks: Deflect attacks by the natural weapons of a humanoid (usually fists) granting a +2 Deflection bonus to AC. (+1 AC/ +4DC)
- Partial paralysis: Make a humanoid lose partial control of a limb - up to CR3 (+2CR/ 4DC). Leg = speed reduced by half, arm = -2 to attack rolls.

**Initial DC 12:**

- Animate Undead (Minor)/ Deanimate Undead: Animate/ Deanimate corpses as undead creatures up to CR 2 (+1CR/ +4DC).  
e.g. Skeletons (from bones) or zombies (from corpses) can be created. Free willed and extraplanar undead cannot be created with this spell. See [Extended Explanations](#)
- Control Undead: Control up to a maximum of CR 3 of undead (+2CR/ +4DC). See [Extended Explanations](#)

**Initial DC 16:**

- Puppet Body: Control the gross physical actions of up to CR3 of humanoids (+2CR/ 4DC). An affected creature never obeys suicidal or obviously harmful orders. Any act by you or your apparent allies that attacks the person breaks the spell. If you force the target to engage in combat, its attack is your base attack bonus, does only base weapon damage and loses all dexterity bonuses to AC. See [Extended Explanations](#)
- Ward against humanoids: An invisible, mobile field surrounds the target and prevents creatures from approaching within the area of effect (minimum 2m diameter) - affects up to CR3 creatures (+2CR/ +4DC). Any creature within or entering the field must attempt a Willpower save. If it fails, it becomes unable to move toward the target for the duration of the spell. See [Extended Explanations](#)
- Ward against Body spells: An invisible, mobile field surrounds the target and prevents spells less than and equal to this Initial DC from affecting the warded target (+ effectiveness/ + DC). If the spells are damaging – the ward absorbs a maximum 10 points of damage (+20/+4DC).
- Shield Other: This spell wards the subject and creates a connection between you and the subject so that some of its wounds are transferred to you. The subject takes only half damage from all wounds and attacks (including that dealt by special abilities) that deal hit point damage. The amount of damage not taken by the warded creature is taken by you. Forms of harm that do not involve hit points, such as *charm* effects, temporary ability damage, level draining, and death effects, are not affected. If the subject suffers a reduction of hit points from a lowered Constitution score, the reduction is not split with you because it is not hit point damage. When the spell ends, subsequent damage is no longer divided between the subject and you, but damage already split is not reassigned to the subject.
- Teleport: Teleport a humanoid target (+degree of familiarity with location/ +DC) This spell instantly transports the target to a designated destination however, interplanar travel is not possible. The target can bring along objects if their weight doesn't exceed their maximum load. You may also teleport additional creatures (carrying gear or objects up to its maximum load) by increasing the area of effect (+DC). If targeting yourself, you need not make a saving throw, nor is spell resistance applicable to you. Only objects held or in use (attended) by another person receive saving throws and spell resistance. You must have some clear idea of the location and layout of the destination. Areas of strong physical or magical energy may make teleportation more hazardous or even impossible. See [Extended Explanations](#).

**Initial DC 24:**

- Paralyze: A paralyzed humanoid is frozen in place and unable to move or act. A paralyzed creature has effective Dexterity and Strength scores of 0 and is helpless, but can take purely mental actions. A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A paralyzed swimmer can't swim and may drown - up to CR4 (+2CR/ 4DC)

**Initial DC 28:**

- Animate Undead (Major): Create greater undead creatures - up to CR 4 (+1CR/ +4DC). See [Extended Explanations](#)

Free willed and extraplanar undead cannot be created with this spell e.g. shadows, wraiths, spectres, or devourers.

### Create Body

#### **Initial DC 4:**

- Preservation: Prevent the decay of a corpse.
- Stabilize: Stabilize a wound (+1HP)

#### **Initial DC 8:**

- Create Corpse: Create a Medium size humanoid corpse (+4 corpses/ +4DC), (+1 Size/ +4DC).
- Fatigue suppression: Suppress the effects of Fatigue in a humanoid
- Disease/ Poison suppression: Suppress the progress of a disease or poison.

#### **Initial DC 12:**

- Heal: Heal 2d6 (+1d6/+4DC) points of damage
- Exhaustion suppression: Suppress the effects of Exhaustion in a humanoid

#### **Initial DC 16:**

- Heal ability damage: Heal a humanoid 1d4 ability damage (+1d4/ 4DC)
- Repair body: Heal a crippled limb, repair damaged eyes/ ears.

#### **Initial DC 20:**

- Remove Nausea: Cure nausea in a humanoid
- Cure Disease/ Poison: Cure a disease or poison in a humanoid, counteracting its effects.

#### **Initial DC 28:**

- Restoration: dispels negative levels and restores one experience level to a creature who has had a level drained. The drained level is restored only if the time since the creature lost the level is equal to or less than one week (+1 week/ +4DC). Restoration cures all temporary ability damage, and it restores all points permanently drained from a single ability score (your choice if more than one is drained). It also eliminates any fatigue or exhaustion suffered by the target. Restoration does not restore levels or Constitution points lost due to death.

#### **Initial DC 36:**

- Regenerate body: Regrow a humanoid's missing body part.

#### **Initial DC 40:**

- Resurrection: you can restore life and complete strength to any deceased humanoid. The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be resurrected, but the portion receiving the spell must have been part of the creature's body at the time of death. The creature can have been dead no longer than 10 years (+10/ +4DC). Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health. However, the subject loses 50SP. You can resurrect someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. You cannot resurrect someone who has died of old age. The subject's soul must be free and willing to return. If the subject's soul is not willing to return, the spell does not work

### Destroy Body

#### **Initial DC 4:**

- Cause Superficial Damage: Do superficial damage to a body e.g. remove its hair.

#### **Initial DC 8:**

- Cause Pain: Cause a humanoid pain, but do no real damage. This results in a -2 morale penalty to attack and skill checks. Affects up to CR 3 (+2 CR/ +4DC)

#### **Initial DC 12:**

- Damage: Do 2d6HP damage to a humanoid (+1d6/+4DC).
- Destroy Corpse: Destroy a humanoid corpse.
- Disease: Inflict a minor disease doing 1d2 ability damage (+1d2 ability damage/ +4DC).
- Fatigue: Cause Fatigue. A fatigued character can neither run nor charge and takes a -2 penalty to Strength and Dexterity. Affects up to CR3 (+2CR/ +4DC)

#### **Initial DC 16:**

- Undead Vulnerability: Weaken an undead creature so that it is vulnerable to critical strikes and sneak attacks. Affects up to CR4 (+2CR/ +4DC).
- Exhaustion: Cause Exhaustion. An exhausted humanoid moves at half speed and takes a -6 penalty to Strength and Dexterity. Affects up to CR4 (+2CR/ +4DC)
- Sicken: A sickened target takes a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

#### **Initial DC 20:**

- Nauseate: Cause Nausea. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move action per turn. Affects up to CR4 (+2CR/ +4DC)
- Vampiric Drain: Drain the life of a humanoid doing 1d6HP damage (+2d6/+4DC). You gain temporary hit points equal to the damage you deal. However, you can't gain more than the subject's current hit points +10, which is enough to kill the subject. The temporary hit points disappear 1 hour later.
- Cripple: Cripple a creature's limb. If this is a leg: moves at half speed, cannot run or charge and takes a -6 penalty to Strength and Dexterity. If this is an arm: cannot use that arm and takes a -6 penalty to Strength and Dexterity. Affects up to CR4 (+2CR/ +4DC)
- Blind: Cause Blindness in a creature: -2 penalty to Armor Class, loses Dexterity bonus to AC (if any), moves at half speed, and takes a -4 penalty on Search checks and on most Strength- and Dexterity-based skill checks. All checks and activities that rely on vision (such as reading and visual Perception checks) automatically fail. All opponents are considered to have total concealment (50% miss chance) to the blinded character. Affects up to CR4 (+2CR/ +4DC)

#### **Initial DC 32:**

- Destroy Limb: Destroy a humanoid's limb - up to CR8 (+2CR/ +4DC)

#### **Initial DC 40:**

- Kill: Kill a person - up to CR10 (+2CR/ +4DC)

#### Perceive Body

##### **Initial DC 4:**

- Sense Information (Minor): Sense very general information about a body e.g. race, age, gender, health

##### **Initial DC 8:**

- Sense Information (Major): Sense a specific piece of information about a body e.g. medical problems
- Detect humanoids: Detects the presence of humanoids within the area of effect.

##### **Initial DC 12:**

- Speak with Dead: Speak with a body up to one week dead (+1 month/+4DC). See [Extended Explanations](#)

**Initial DC 16:**

- Sense Information (Superior): Sense all useful information about a body.

**Initial DC 20:**

- Locate: Sense the location of a specific humanoid (+DC based on how well/ poorly known the person is to the spellcaster) See [Extended Explanations](#)

## **EARTH GUIDELINES**

This Form concerns solids, especially earth, crystal, metal and stone. Telekinesis is a function of Earth in that the physical form can be manipulated by this magic. Earth affects the very foundation of the world.

Affects Creature Types & Subtypes

- Construct e.g. Animated object, Golem
- Elementals (Earth)
- Earth e.g. Xorn, Thoqqua

### **Change Earth**

#### **Initial DC 4:**

- Change dirt (Minor): Change dirt to another type of natural earth - up to 1m<sup>3</sup> e.g. sand to loam (+1m<sup>3</sup>/ +4DC)

#### **Initial DC 8:**

- Change dirt to stone: Change dirt to stone or stone to dirt - up to 1m<sup>3</sup>. (+1m<sup>3</sup>/ +4DC)
- Stonefist: Harden a creature's hands to stone-like resilience, their unarmed attacks do 1d6 damage (Medium size creature) and are considered armed (Requisites).
- Silver weapons: Coat a weapon primarily made of stone/ metal/ crystal in silver.

#### **Initial DC 12:**

- Change dirt (Major): Change dirt so that it is unnatural - up to 1m<sup>3</sup> e.g. into quicksand (+1m<sup>3</sup>/ +4DC)
- Change stone to metal: Change mundane stone to mundane metal or mundane metal to mundane stone - up to 1m<sup>3</sup>. (+1m<sup>3</sup>/ +4DC)
- Reshape surface: Reshape the surface (2cm deep) of stone (+4DC to reshape metal).
- Harden/ Soften: Increase or decrease an object's hardness by up to 4 (+2/ +4DC)
- Masterwork: Improve a weapon or armour primarily made of stone/ metal/ crystal to Masterwork quality, granting a +1 enhancement bonus to attack to weapons and a +1 enhancement bonus to damage reduction and a -1 reduction to armour check penalties to armour.

#### **Initial DC 16**

- Keen: Improve the threat range of a slashing weapon primarily made of stone/ metal/ crystal granting a +2 enhancement bonus to threat range. (+1/ +8DC)
- Change dirt (Superior): Change dirt to mundane metal or mundane metal to dirt - up to 1m<sup>3</sup>. (+1m<sup>3</sup>/ +4DC)
- Change dirt to liquid: Change dirt into a natural liquid - up to 1m<sup>3</sup> (+1m<sup>3</sup>/ +4DC) (Water requisite)

#### **Initial DC 20:**

- Passwall: Grant a target the ability to pass through stone and metal. The stone must be large enough to accommodate your body in all three dimensions. When the casting is complete, you and not more than 30kg of nonliving gear merge with the stone (+50kgs/ +4DC)). If either condition is violated, the spell fails and is wasted. While in the stone, you remain in contact, however tenuous, with the face of the stone through which you melded. You remain aware of the passage of time and can cast spells on yourself while hiding in the stone. Nothing that goes on outside the stone can be seen, but you can still hear what happens around you. Minor physical damage to the stone does not harm you, but its partial destruction (to the extent that you no longer fit within it) expels you and deals you 5d6 points of damage. The stone's complete destruction expels you and slays you instantly unless you make a DC 18 Fortitude save. Any time before the duration expires, you can step out of the stone through the surface

that you entered. If the spell's duration expires or the effect is dispelled before you voluntarily exit the stone, you are violently expelled and take 5d6 points of damage.

- Spikes: Change the ground so that rocky ground, stone floors, and similar surfaces shape themselves into long, sharp points in a 6m diameter burst. Any creature moving on foot into or through the spell's area moves at half speed. In addition, each creature moving through the area takes 1d6 points of piercing damage for each 2m of movement through the spiked area. Chopping away at the spikes creates a safe passage 10m deep for every 1 minute of work.
- Reshape stone: You can form an existing piece of stone into any shape that suits your purpose. While it's possible to make crude coffer, doors, and so forth with this spell, fine detail isn't possible - up to 2m<sup>3</sup> (+2m<sup>3</sup>/ +4DC)

#### **Initial DC 24:**

- Stone Body (Form Requisites): This spell transforms the target's body into living stone, which grants them several powerful resistances and abilities: damage reduction 6, immune to blindness, critical hits, ability score damage, deafness, disease, drowning, electricity, poison, stunning, and all spells or attacks that affect physiology or respiration, because the target has no physiology or respiration while this spell is in effect. Target takes only half damage from acid and fire of all kinds. Gain a +4 enhancement bonus to Strength score, but take a -4 penalty to Dexterity as well (to a minimum Dexterity score of 1), and speed is reduced to half normal. Spellcasting DC is increased by 4. The target cannot drink (and thus can't use potions) or play wind instruments. Unarmed attacks deal damage equal to a club sized for the target (e.g. 1d4 for Small characters or 1d6 for Medium characters), and are considered armed when making unarmed attacks. Weight increases by a factor of ten, causing the target to sink in water like a stone. However, the target could survive the crushing pressure and lack of air at the bottom of the ocean—at least until the spell duration expires.
- Reshape metal: You can form an existing piece of metal into any shape that suits your purpose. While it's possible to make crude coffer, doors, and so forth with this spell, fine detail isn't possible - up to 2m<sup>3</sup> (+2m<sup>3</sup>/ +4DC)

#### **Initial DC 28:**

- Awaken: Awaken a stone's consciousness resembling that of a human. The awakened creature is friendly toward you. You have no special empathy or connection with a creature you awaken, although it serves you in specific tasks or endeavors if you communicate your desires to it. An awakened creature gains the ability to move (base speed 4m) and it has senses similar to a human's. An awakened creature gets 3d6 Intelligence, +1d3 Charisma, and +2 HD. An awakened creature can't serve as an animal companion, familiar, or special mount. An awakened creature can speak one language that you know, plus one additional language that you know per point of Intelligence bonus (if any).

#### **Initial DC 32**

- Iron Body (Form Requisites): As Stone Body but damage reduction is 10, +6 enhancement bonus to Strength score, but take a -6 penalty to Dexterity as well (to a minimum Dexterity score of 1). Spellcasting DC is increased by 8.

#### Control Earth

##### **Initial DC 8:**

- Deflect: Deflect attacks by weapons primarily made of metal or stone granting a +2 Deflection bonus to AC. (+1 AC/ +4DC)
- Telekinesis (Minor): Control or slowly move a single creature/ object of up to 25kg at a distance of Close e.g. a mug, an instrument (+50kg/ +4DC). The spell has a -2 for opposed strength checks (+2 opposed checks/ +4DC). The weight can be moved vertically, horizontally, or in both directions. An object cannot be moved beyond your range. The spell ends if the object is

forced beyond the range. An object can be telekinetically manipulated as if with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated, and so on, if the force required is within the weight limitation. You might even be able to untie simple knots, though delicate activities such as these require Intelligence checks.

- Feather fall - Slow a falling target up to Medium size so that it takes no damage when it lands (+1 size/ +4DC). The affected creatures or objects fall slowly. Feather fall instantly changes the rate at which the targets fall to a mere 20m per round (equivalent to the end of a fall from a few feet), and the subjects take no damage upon landing while the spell is in effect. However, when the spell duration expires, a normal rate of falling resumes. This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item the object does half normal damage based on its weight, with no bonus for the height of the drop. Feather fall works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature.

#### **Initial DC 12:**

- Control earth (Minor) Control up to 1m<sup>3</sup> of earth in a highly unnatural fashion e.g. take on a humanoid form. (+1m<sup>3</sup>/ +4DC).
- Animate Object: Imbue inanimate stone/ earth/ metal with mobility and a semblance of animation. These Animated objects then immediately act in whatever fashion you direct. You can change the set actions as a move action, as if directing an active spell. This spell cannot Animate objects carried or worn by a creature. Affects an amount of material up to Small size. (+1size/+8DC). See Monstrous Manual for Animated Object Stats. See [Extended Explanations](#) for limitations.
- Ward against Earth Elementals: An invisible, mobile field surrounds the target and prevents creatures from approaching within the area of effect (minimum 2m diameter) - affects up to CR3 creatures (+2CR/ +4DC). Any creature within or entering the field must attempt a Willpower save. If it fails, it becomes unable to move toward the target for the duration of the spell. See [Extended Explanations](#)
- Bullrush/ Trip: Telekinetically bull rush or trip a target with a +4 on the roll (+2/ +4DC)
- Anchor: Telekinetically anchor a target granting +4 vs. bull rush and trip attempts (+2/ +4DC)
- Summon/ Banish Earth Elementals up to CR2 (+1CR/ +4DC). See [Extended Explanations](#)
- Control Earth Elemental: Control up to a maximum of CR 3 of Earth Elementals (+2CR/ +4DC). See [Extended Explanations](#)

#### **Initial DC 16:**

- Ward against Earth spells - An invisible, mobile field surrounds the target and prevents spells less than and equal to this Initial DC from affecting the warded target (+ effectiveness/ + DC). If the spells are damaging – the ward absorbs a maximum 10 points of damage (+20/+4DC).
- Immobilize: Bind a target with earth: The target is immobilized – they can act normally but cannot move. Affects a target up to Medium size (+1 Size/ +4DC)

#### **Initial DC 20:**

- Telekinesis (Major): Violently move a single creature/ object of up to 50kgs at a distance of Close (+ 50kgs/ +4DC). This is fast enough to deal significant damage. If the target hits a passable barrier en route to its destination (such as a desk or pew), the target takes 1d3 bludgeoning damage per 3m moved from the impact (max4d3). If the target hits an impassable barrier (such as a wall or bookshelf), the target takes 1d6 bludgeoning damage per 4m moved from the impact (max4d6). If the target hits a piercing barrier (such as spikes or claws), it takes 2d6 piercing damage per 4m moved from the stab (max6d6). Finally, if the target falls any significant distance it also takes damage from falling. Anything the target hits also takes damage but only half. The spell has a +2 for opposed strength checks (+2/ +4DC).
- Magic Shield: Grant target shield one of following special abilities: Animated, Bashing. If two spells of this type are cast that have similar types effects such as increased damage resistance

e.g. Fire Resistance and Acid Resistance, only the most powerful spell is active. If two spells of this type are cast that have different types of effects e.g. Fire Resistance and Bashing, both spells are active.

- **Animated:** Upon command, an animated shield floats within 1m of the wielder, protecting her as if she were using it herself but freeing up both her hands. Only one shield can protect a character at a time. A character with an animated shield still takes any penalties associated with shield use, such as armor check penalty, and nonproficiency.
- **Bashing:** A shield with this special ability is designed to perform a shield bash. A bashing shield deals damage as if it were a weapon of two size categories larger: a Medium light shield thus deals 1d6 points of damage and a Medium heavy shield deals 1d8 points of damage.

### Initial DC 28

- **Repel Earth** - this spell creates waves of invisible and intangible energy that roll forth from you. All metal or stone objects in the path of the spell are pushed away from you to the limit of the range. Fixed metal or stone objects larger than 10cm in diameter and loose objects weighing more than 200kg pounds are not affected. Anything else, including animated objects, small boulders, and creatures in metal armor, moves back. Fixed objects 10cm in diameter or smaller bend or break, and the pieces move with the wave of energy. Objects affected by the spell are repelled at the rate of 20m per round. Objects such as metal armor, swords, and the like are pushed back, dragging their bearers with them. Even magic items with metal components are repelled. The waves of energy continue to sweep down the set path for the spell's duration.
- **Move earth:** this spell moves an area up to 30m<sup>2</sup> x 3m deep of dirt (clay, loam, sand), possibly collapsing embankments, moving hillocks, shifting dunes, and so forth. However, in no event can rock formations be collapsed or moved. This spell does not violently break the surface of the ground. Instead, it creates wavelike crests and troughs, with the earth reacting with glacierlike fluidity until the desired result is achieved. The area to be affected determines the casting time. For every 30m<sup>2</sup> x 3m deep, casting takes 10 minutes. Trees, structures, rock formations, and such are mostly unaffected except for changes in elevation and relative topography. The spell cannot be used for tunneling and is generally too slow to trap or bury creatures. Its primary use is for digging or filling moats or for adjusting terrain contours before a battle. This spell has no effect on earth creatures.

### Initial DC 40:

- **Earthquake:** Create an earthquake with a 50m diameter. When you cast an earthquake, an intense but highly localized tremor rips the ground. The shock knocks creatures down, collapses structures, opens cracks in the ground, and more. The effect lasts for 1 round, during which time creatures on the ground can't move or attack. The earthquake affects all terrain, vegetation, structures, and creatures in the area. The specific effect of an earthquake spell depends on the nature of the terrain where it is cast.
  - *Cave, Cavern, or Tunnel:* The spell collapses the roof, dealing 8d6 points of bludgeoning damage to any creature caught under the cave-in (Reflex DC 12 half ) and pinning that creature beneath the rubble (see below). An earthquake cast on the roof of a very large cavern could also endanger those outside the actual area but below the falling debris.
  - *Cliffs:* *Earthquake* causes a cliff to crumble, creating a landslide that travels horizontally as far as it fell vertically. Any creature in the path takes 8d6 points of bludgeoning damage (Reflex DC 12 half) and is pinned beneath the rubble (see below).
  - *Open Ground:* Each creature standing in the area must make a DC 12 Reflex save or fall down. Fissures open in the earth, and every creature on the ground has a 20%

chance to fall into one (Reflex DC 16 to avoid a fissure). At the end of the spell, all fissures grind shut, dealing 8d6 damage to any creatures still trapped within.

- *Structure*: Any structure standing on open ground takes 80 points of damage, enough to collapse a typical wooden or masonry building, but not a structure built of stone or reinforced masonry. Hardness does not reduce this damage, nor is it halved as damage dealt to objects normally is. Any creature caught inside a collapsing structure takes 8d6 points of bludgeoning damage (Reflex DC 12 half) and is pinned beneath the rubble (see below).
- *River, Lake, or Marsh*: Fissures open underneath the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down creatures and structures. Each creature in the area must make a DC 12 Reflex save or sink down in the mud and quicksand. At the end of the spell, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud.
- *Pinned beneath Rubble*: Any creature pinned beneath rubble takes 1d6 points of nonlethal damage per minute while pinned. If a pinned character falls unconscious, he or she must make a DC 12 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

### Create Earth

#### **Initial DC 8:**

- Create dirt: Create up to a 1m<sup>3</sup> block of sand, loose dirt or mud (+1m<sup>3</sup>/ +4DC).
- Shockwave: Create a shockwave that knocks a target prone – up to Medium size (+1 size/ +4DC). An attacker who is prone has a –4 penalty on melee attack rolls. A defender who is prone gains a +4 bonus to Armor Class against ranged attacks, but takes a –4 penalty to AC against melee attacks. Standing up is a move-equivalent action that provokes an attack of opportunity.
- Dust cloud: Create a thin dust cloud: If there is 4m of dust between you and an opponent it provides partial concealment (20% miss chance, and the attacker cannot use sight to locate the target). (+8DC/ 50% miss chance)

#### **Initial DC 12:**

- Create clay: Create up to a 1m<sup>3</sup> block of clay. (+1m<sup>3</sup>/ +4DC)
- Repair: Repair an object 2d6HP (+1d6/ +4DC)

#### **Initial DC 16:**

- Create object (minor): Create up to 1m<sup>3</sup> of objects fashioned from mundane, non-precious metal or stone products e.g. an iron longsword. (+1m<sup>3</sup>/ +4DC) A mundane metal is one which naturally occurs and is normal.
- Create stone/ glass/ metal: Create up to a 1m<sup>3</sup> block of stone, glass or mundane, non-precious metal. (+1m<sup>3</sup>/ +4DC). A mundane metal is one which naturally occurs and is normal.

#### **Initial DC 20:**

- Wall of Stone: Create a wall of stone up to 6m long, 2m high and 2.5cm thick (+4m long or 2m high or 2.5cm thick/+4DC) or ring of stone with a radius of up to 2m (+2m/+4DC) and 2.5cm thick (+2.5cm/+4DC). Each 2m section of the wall has 12 hit points per 2.5cm of thickness and hardness 8. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the base DC for the Strength check is 20 (base DC18 + 2 per 2.5cm of thickness). It is possible, but difficult, to trap mobile opponents within or under a wall of stone, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex saves. See [Extended Explanations](#)

- **Magnetic Pulse:** All unattended ferrous metallic objects that weigh less than 10kgs are immediately hurled in a random direction to a point just beyond the area of the spell. Alternatively, you can direct the spell inward, and all unattended ferrous metallic objects are hurled toward the center of the area. Attended ferrous metal objects are affected differently by this spell. Fairly small ferrous metal objects worn on the body (such as jewelry) are whisked off the creature's body unless he makes a Reflex save. Characters in ferrous metal armor are subjected to a trip attack at +8. Similarly, the spell makes a disarm attack at +8 against any ferrous weapons or objects held in an affected creature's hands. Creatures made primarily of ferrous metal (such as iron golems) are subjected to a bull rush attack at +8.
- **Rock Pillar:** A 4m square pillar of rock rises from the ground rapidly to a height of 6m high (2m square area/ +4DC, 2m high/ +4DC). The pillar rises till it reaches its height limit or till the pillar touches a solid surface. Creatures that failed their reflex save to avoid the pillar suffer the following effects. If the pillar is stopped by a solid surface (e.g. a ceiling or wall) any creatures remaining on the pillar are crushed between the surface and the pillar (2d6 damage) and the targets are considered pinned. The targets must succeed a DC 20 Strength or a DC 25 escape artist check (As a Full round action) to escape the pin. If the pillar reaches its max height without being interrupted the creature is launched an additional 4m into the air and falls into an adjacent square suffering 1d6 points of damage per 4m fallen, to a maximum of 20d6.  
Raising the pillar slowly: The pillar may also be raised slowly to avoid injury of those standing on top of the pillar allowing to be used as a bridge or method of upwards transportation. Doing so takes 1 round per 4m the pillar is being raised. During this time the caster must sustain concentration as a move action.  
Health and Hardness: Due to the pillar's quick formation the pillar its cracks cause it to be slightly weaker than regular stone. The pillar has 30HP, 5 Hardness.

#### Initial DC 24:

- **Spike Shield:** Create a shield of spikes: This spell covers a target in spikes and causes damage to each creature that attacks it in melee. Any creature striking the shielded target with its body or a handheld weapon deals normal damage, but at the same time the attacker takes 1d6 points of piercing damage (+1d6/ +4DC). Attacks made by creatures wielding weapons with reach are not subject to this damage.
- **Spike Wall:** Create a wall of spikes up to 4m long, 4m wide and 2m high (+4m long or 4m wide or 2m high/ +4DC). Any creature forced into or attempting to move through a wall of spikes takes 2d6HP damage (+1d6/+4DC) slashing damage per round of movement. Creatures can force their way slowly through the wall by making a Strength check as a full-round action. For every 1 point by which the check exceeds DC16, a creature moves 2m (up to a maximum distance equal to its normal land speed). Any creature within the area of the spell when it is cast takes damage as if it had moved into the wall and is caught inside. In order to escape, it must attempt to push its way free, or it can wait until the spell ends. A wall of spikes can be breached by slow work with bludgeoning weapons. Chopping away at the wall creates a safe passage 10m deep for every 1 minute of work.
- **Create object (Major):** Create up to 1m<sup>3</sup> of objects fashioned from extraordinary stone or metal products e.g. an adamantium longsword. (+1m<sup>3</sup>/ +4DC). Extraordinary materials may grant bonuses in certain circumstances.
- **Bombard:** Bombard a target with rocks dealing 3d6 damage (+1d6 damage/ +4DC). Medium size creatures are buried under rocks requiring a DC16 Strength check to free themselves. (+ Size/ +4DC)

#### Initial DC 28:

- **Wall of Iron:** Create a wall of iron up to 6m long, 2m high and 2.5cm thick (+4m long or 2m high or 2.5cm thick/+4DC) or ring of stone with a radius of up to 2m (+2m/+4DC) and 2.5cm thick (+2.5cm/+4DC). Each 2m section of the wall has 16 hit points per 2.5cm of thickness and hardness 10. If a creature tries to break through the wall with a single attack, the base DC for the Strength check is 24 (base DC22 + 2 per 2.5cm of thickness). See [Extended Explanations](#)

**Initial DC 36:**

- Create precious gems/ metals: Create up to 1m<sup>3</sup> of precious or extraordinary gemstones/ metal. (+1m<sup>3</sup>/ +4DC)

*Destroy Earth***Initial DC 8:**

- Destroy dirt: Destroy up to 1m<sup>3</sup> of dirt. (+1m<sup>3</sup>/ +4DC).

**Initial DC 12:**

- Destroy stone: Destroy up to 1m<sup>3</sup> of stone. (+1m<sup>3</sup>/ +4DC).
- Damage: Do 2d6HP damage (+1d6/ +4DC) to an earth elemental or earth subtype creature.

**Initial DC 16:**

- Shatter: Shatter up to 1m<sup>3</sup> of metals/ crystal (+1m<sup>3</sup>/ +4DC).
- Vulnerability: Weaken a construct or earth elemental so that it is vulnerable to critical strikes and sneak attacks. Effects up to CR4 (+2CR/ +4DC)

**Initial DC 20:**

- Vampiric Drain: Drain a construct, earth elemental or earth subtype creature doing 2d6HP damage (+1d6/+4DC). You gain temporary hit points equal to the damage you deal. However, you can't gain more than the subject's current hit points +CON, which is enough to kill the subject. The temporary hit points disappear 1 hour later.

**Initial DC 28:**

- Reverse gravity: causing all unattached objects and creatures within the spell's area of effect to fall upward. If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the top of the area of effect without striking anything, it remains there, oscillating slightly, until the spell ends. At the end of the spell duration, affected objects and creatures fall downward.

**Initial DC 40:**

- Kill: Kill a construct, earth elemental or earth subtype creature - up to CR10 (+2CR/ +4DC)

*Perceive Earth***Initial DC 4:**

- Identify (Minor): Identify common stone and metals, understanding all components of a mixture or alloy.

**Initial DC 8:**

- Understand object (Minor) Learn all the natural properties of an object primarily made of stone or metal.
- Tracking: Gain a +4 insight bonus to Wilderness Lore skill checks when tracking in predominantly earth/ stone environments (+4/+4DC)

**Initial DC 12:**

- Understand object (major) Learn the extraordinary properties of an object primarily made of stone or metal.
- Pass terrain: Grant a target the insight to move across difficult terrain as though it was clear terrain.
- Detect: Detect stone/ metal within the spell's area of effect.

**Initial DC 16:**

- See through earth: Make your senses unhindered by 1m of solid earth material e.g. see through a rock. (+1m/ +4DC) (+4DC/ see through metals)
- Speak with earth (Minor) Speak with a natural rock e.g. a boulder. See [Extended Explanations](#)
- Perceive Events: Perceive past events that happened in an area primarily stone/ earth with one sense up to week prior (+1 week/ +4DC). (+1 sense/ +4DC)
- Trackless step: Grant a target the insight to move across difficult terrain as though it was clear terrain without leaving tracks.

**Initial DC 20:**

- Speak with earth (Major): Speak with an artificial rock e.g. a statue. See [Extended Explanations](#)
- Detect traps: Detect traps constructed of stone/ metal within the spell's area of effect.
- Speak with elementals: Grant a target the ability to communicate with earth elementals or earth subtype creatures.

## **FIRE GUIDELINES**

This Form concerns fire, heat, and light. Fire is the most lifelike of the four elements: it moves, it devours, and it grows. Also, just as a living thing, it can be killed by the other three elements—smothered by earth, quenched by water, or blown apart by wind. Fire's position midway between inert matter and living being gives it the advantages of both.

Affects Creature Types & Subtypes

- Elementals (Fire)
- Fire e.g. Azer, Magmin

Damage types

- Fire, Cold

### **Change Fire**

#### **Initial DC 4:**

- Change fire (Minor): Change a Medium size fire so that it is slightly unnatural e.g. make the flames colored, or make the smoke smell of roses. (+1 size/ +4DC)

#### **Initial DC 8:**

- Change fire (Major): Change a Medium size fire so that it is completely unnatural e.g. multicolored flames that form images while the crackling of the fire sounds like a piano being played. (+1 size/ +4DC)

#### **Initial DC 12:**

- Solid fire: Change a Medium size fire (+1 size/ +4DC) into a solid object, if that object is broken (break DC12) the fire returns.
- Enlarge/ Reduce Fire: Increase or decrease a fire by a size category. (+1 size category/ +4DC)

#### **Initial DC 20:**

- Liquid Flame: Change a Medium size fire (+1 size/ +4DC) into a natural liquid (Water Requisite).
- Fire/ Frost Weapons: The target weapon is granted one of the following special abilities: Flaming, Frost. If two spells of this type are cast that have similar types effects such as increased damage e.g. Frost and Shock, only the most powerful spell is active. If two spells of this type are cast that have different types of effects e.g. Frost and Returning, both spells are active. See [Extended Explanations](#)
  - **Flaming:** A flaming weapon is sheathed in fire. The fire does not harm the wielder. The effect remains until another command is given. A flaming weapon deals an extra 1d6 points of fire damage on a successful hit. Bows, crossbows, and slings so crafted bestow the fire energy upon their ammunition.
  - **Frost:** A frost weapon is sheathed in icy cold. The cold does not harm the wielder. The effect remains until another command is given. A frost weapon deals an extra 1d6 points of cold damage on a successful hit. Bows, crossbows, and slings so crafted bestow the cold energy upon their ammunition.
- Pyrotechnics: Turns a fire into either a burst of blinding fireworks or a thick cloud of choking smoke, depending on the version you choose.

Fireworks: The fireworks are a flashing, fiery, momentary burst of glowing, colored aerial lights. This effect causes creatures within 40m of the fire source to become blinded for 1d4+1 rounds (Will negates). These creatures must have line of sight to the fire to be affected. Spell resistance can prevent blindness.

Smoke Cloud: A writhing stream of smoke billows out from the source, forming a choking cloud. The cloud spreads 6m in all directions and lasts for 1 round. All sight, even darkvision, is ineffective in or through the cloud. All within the cloud take –4 penalties to Strength and Dexterity (Fortitude negates). These effects last for 1d4+1 rounds after the cloud dissipates or after the creature leaves the area of the cloud. Spell resistance does not apply.

**Initial DC 28:**

- **Awaken:** Awaken a fire's consciousness resembling that of a human. The awakened creature is friendly toward you. You have no special empathy or connection with a creature you awaken, although it serves you in specific tasks or endeavors if you communicate your desires to it. An awakened creature gains the ability to move (base speed 4m) and it has senses similar to a human's. An awakened creature gets 3d6 Intelligence, +1d3 Charisma, and +2 HD. An awakened creature can't serve as an animal companion, familiar, or special mount. An awakened creature can speak one language that you know, plus one additional language that you know per point of Intelligence bonus (if any).
- **Fire form (Requisites):** the target becomes fire, cannot cast spells with verbal/ somatic components, becomes immune to critical hits and sneak attacks. While in fireform the target can pass through tiny holes with ease. Creatures touching the fireform target take 1d6 points of fire damage.

Control Fire**Initial DC 4:**

- **Control Fire (minor)** Control up to 3m<sup>3</sup> of fire in a natural fashion e.g. control direction, speed of flow by 2km/hour (+2km/+4DC)

**Initial DC 8:**

- **Control Fire (major)** Control up to 3m<sup>3</sup> of fire in a slightly unnatural fashion e.g. stand in smoke without it touching you. (+3m<sup>3</sup>/+4DC)

**Initial DC 12:**

- **Control Fire (superior)** Control up to 3m<sup>3</sup> of fire in a highly unnatural fashion e.g. take on a humanoid form. (+3m<sup>3</sup>/+4DC)
- **Ward against Fire Elementals:** An invisible, mobile field surrounds the target and prevents creatures from approaching within the area of effect (minimum 2m diameter) - affects up to CR3 creatures (+2CR/ +4DC). Any creature within or entering the field must attempt a Willpower save. If it fails, it becomes unable to move toward the target for the duration of the spell. See [Extended Explanations](#)
- **Blur:** Control the light around a target so that one Medium object/ creature appears to be blurred (+1 size/ +4DC). Attacks reliant on sight against this target suffer a 20% miss chance.
- **Summon/ Banish Fire Elementals** up to CR2 (+1CR/ +4DC). See [Extended Explanations](#)
- **Control Elementals:** Control up to a maximum of CR 3 of Fire Elementals (+2CR/ +4DC). See [Extended Explanations](#)

**Initial DC 16:**

- **Ward against Fire spells and damage** - An invisible, mobile field surrounds the target and prevents spells less than and equal to this Initial DC from affecting the warded target (+ effectiveness/ + DC). If the spell or effect (e.g. a natural fire) are damaging – the ward absorbs a maximum 10 points of damage (+20/+4DC).
- **Displace:** Control the light around a target so that one Medium object/ creature appears to be *displaced* up to 2m away from its actual position (+1 size/ +4DC). Against creatures reliant on sight the creature benefits from a 50% miss chance as if it had total concealment. However, unlike actual total concealment, *displacement* does not prevent enemies from targeting the creature normally.

**Initial DC 20:**

- Fire/ Cold Resistant armour: Grant target armour one of following special abilities: Fire Resistance, Cold Resistance. If two spells of this type are cast that have similar types effects such as increased damage resistance e.g. Fire Resistance and Acid Resistance, only the most powerful spell is active. If two spells of this type are cast that have different types of effects e.g. Fire Resistance and Bashing, both spells are active.
  - **Cold Resistance:** The armor absorbs the first 10 points of cold damage per attack that the wearer would normally take. Can absorb a total of 30 points of damage.
  - **Fire Resistance:** The armor absorbs the first 10 points of fire damage per attack that the wearer would normally take. Can absorb a total of 30 points of damage.
- Teleport through fire: the target must move from one fire to another fire – both fires must be at least of equal size to the target creature. (+degree of familiarity with location/ +DC) This spell instantly transports the target to a designated destination however, interplanar travel is not possible. The target can bring along objects if their weight doesn't exceed their maximum load. You may also teleport additional creatures (carrying gear or objects up to its maximum load) by increasing the area of effect (+DC). If targeting yourself, you need not make a saving throw, nor is spell resistance applicable to you. Only objects held or in use (attended) by another person receive saving throws and spell resistance. You must have some clear idea of the location and layout of the destination. Areas of strong physical or magical energy may make teleportation more hazardous or even impossible. See [Extended Explanations](#).

#### Initial DC 32:

- Fire Cyclone: Force fire from a blaze at least Huge in size (3m<sup>3</sup>) to form powerful cyclone of raging flames (2m diameter and 8m high) that moves through the air, along the ground, or over water at a speed of 8m per round. You can concentrate on controlling the cyclone's every movement or specify a simple program. Directing the cyclone's movement or changing its programmed movement is a standard action for you. The cyclone always moves during your turn. If the cyclone exceeds the spell's range, it moves in a random, uncontrolled fashion for 1d3 rounds and then dissipates. (You can't regain control of the cyclone, even if comes back within range.) Any Large or smaller creature that comes in contact with the spell effect must succeed on a Reflex save or take 4d6 points of damage. A Medium or smaller creature that fails its first save must succeed on a second one or be picked up bodily by the cyclone and held suspended in its powerful winds, taking 2d6 points of damage each round on your turn with no save allowed. You may direct the cyclone to eject any carried creatures whenever you wish, depositing the hapless souls wherever the cyclone happens to be when they are released.

#### Create Fire

#### Initial DC 4:

- Ignite (minor): Ignite a small amount flammable e.g. dry wood or charcoal. Effects up to 1m<sup>3</sup> of materials (+1m<sup>3</sup>/ +4DC)
- Glow (minor): Cause a Medium size target to glow as if it was a candle (+1 size/ +4DC)
- Dazzle - The creature is unable to see clearly due to overstimulation of the eyes. A dazzled creature takes a –1 penalty on attack rolls and visual perception checks.

#### Initial DC 8:

- Ignite (major) Ignite something slightly flammable (like damp wood or leather). Effects up to 1m<sup>3</sup> of materials (+1m<sup>3</sup>/ +4DC)
- Glow (major) Cause a Medium size target to glow with bright light - 6m diameter (+6m/ +4DC) (+1 size/ +4DC)
- Boil: Heat a Medium size object enough to boil water, this deals 1d4HP damage to the object.

#### Initial DC 12:

- Damage: Create a fire doing 2d6HP damage (+1d6/ +4DC).

- Light: Create a bright light with a 6m diameter. (+6m/ +4DC)
- Heat: Heat a Medium size object enough to make it glow red-hot, dealing 1d4HP damage to creatures touching it.

#### Initial DC 16:

- Flame Blade: Create a 3-foot-long, beam of red-hot fire in the target's hand. Attacks with the *flame blade* are made as melee touch attacks. The blade deals 1d6 points of fire damage (+1d6/ +8DC). Since the blade is immaterial, Strength modifier does not apply to the damage. A *flame blade* can ignite combustible materials such as parchment, straw, dry sticks, and cloth.

#### Initial DC 20:

- Blind: Blind a target with searing light. A blinded target takes a –2 penalty to Armor Class, loses Dexterity bonus to AC (if any), moves at half speed, and takes a –4 penalty on Search checks and on most Strength- and Dexterity-based skill checks. All checks and activities that rely on vision (such as reading and Spot checks) automatically fail. All opponents are considered to have total concealment (50% miss chance) to the blinded character. Affects up to CR3 (+2CR/ +4DC).
- Wall of Fire: Create flames in the shape of a wall 6m long (+6m/ +4DC) or a ring of fire with a radius of 2m (+2m/+4DC); either form is 6m high. One side of the wall, selected by you, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 4m and 1d4 points of fire damage to those past 4m but within 6m. The wall deals this damage when it appears and on your turn each round to all creatures in the area. In addition, the wall deals 2d6 points of fire damage (+1d6/ +4DC) to any creature passing through it. If you create the wall so that it appears where creatures are, each creature takes damage as if passing through the wall.
- Flaming Sphere: A burning globe of fire (1m diameter) rolls in whichever direction you point and burns those it strikes. It moves 10m per round (+10m speed/ +4DC). As part of this movement, it can ascend or jump up to 10m to strike a target. If it enters a space with a creature, it stops moving for the round and deals 2d6 points of fire damage to that creature, though a successful Reflex save negates that damage (+1d6/ +4DC). A flaming sphere rolls over barriers less than 1m tall. It ignites flammable substances it touches and illuminates the same area as a torch would. The sphere moves as long as you actively direct it (a move action for you); otherwise, it merely stays at rest and burns. It can be extinguished by any means that would put out a normal fire of its size. The surface of the sphere has a spongy, yielding consistency and so does not cause damage except by its flame. It cannot push aside unwilling creatures or batter down large obstacles. A flaming sphere winks out if it exceeds the spell's range.
- Melt steel: Heat an object enough to melt steel, dealing 3d6 points of damage to creatures touching it. Effects up to 1m<sup>3</sup> of materials (+1m<sup>3</sup>/ +4DC)

#### Initial DC 24:

- Daylight. This may affect supernatural creatures that are harmed by daylight. Creatures that take penalties in bright light also take them while within the radius of this magical light. Despite its name, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by bright light. If daylight is cast on a small object that is then placed inside or under a light- proof covering, the spell's effects are blocked until the covering is removed. Daylight brought into an area of magical darkness (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect. Daylight counters or dispels any darkness spell of equal or lower level, such as darkness.
- Shield of flame: This spell wreathes a target in flame and causes damage to each creature that attacks it in melee. Any creature striking the shielded target with its body or a handheld weapon deals normal damage, but at the same time the attacker takes 1d6 points of fire

damage (+1d6/ +4DC). Attacks made by creatures wielding weapons with reach are not subject to this damage.

### Destroy Fire

#### **Initial DC 4:**

- Extinguish: Extinguish a Small fire, cooling the ashes to merely warm. (+1 size/ +4DC)
- Chill: Chill a Small object so that it is cool to touch. (+1 size/ +4DC)

#### **Initial DC 8:**

- Destroy (minor) Destroy one aspect of a Medium fire (+1 Size/ +4DC) e.g. heat, light, smoke. (+1 aspect/ +4DC)

#### **Initial DC 12:**

- Slow: Freeze a Medium size creature/ object so that it is slowed (+1 size/ +4DC). A slowed creature moves at half speed, cannot run or charge, and takes a –2 penalty on all attack rolls and a –4 penalty to Dexterity.
- Darkness: Destroy light in a diameter of 6m. (+6m/ +4DC) All creatures in the area gain concealment (20% miss chance). Even creatures that can normally see in such conditions (such as with darkvision or low-light vision) have the miss chance in an area shrouded in magical darkness. Normal lights (torches, candles, lanterns, and so forth) are incapable of brightening the area, as are light spells of lower level. Higher level light spells are not affected by darkness. If darkness is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed. Darkness counters or dispels any light spell of equal or lower spell level.
- Damage: Do 2d6HP damage (+1d6/ +4DC) to a fire elemental or fire subtype creature.

#### **Initial DC 16:**

- Immobilize: Freeze a Medium size creature/ object so that it is immobile but not helpless. (+1 size/ +4DC).
- Vulnerability: Weaken a fire elemental so that it is vulnerable to critical strikes and sneak attacks. Affects up to CR4 (+2CR/ +4DC).

#### **Initial DC 20:**

- Vampiric Drain: Drain a fire elemental or fire subtype creature doing 2d6HP damage (+1d6/+4DC). You gain temporary hit points equal to the damage you deal. However, you can't gain more than the subject's current hit points +CON, which is enough to kill the subject. The temporary hit points disappear 1 hour later.

#### **Initial DC 24:**

- Paralyze: Freeze a Medium size creature/ object so that it is paralyzed. (+1 size/ +4DC). A paralyzed character is frozen in place and unable to move or act. A paralyzed character has effective Dexterity and Strength scores of 0 and is helpless, but can take purely mental actions. A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A paralyzed swimmer can't swim and may drown.

#### **Initial DC 40:**

- Kill: Kill a fire elemental or fire subtype creature - up to CR10 (+2CR/ +4DC)

### Perceive Fire

#### **Initial DC 4:**

- Sense (minor) Sense mundane properties of a fire/ the remnants of a fire e.g. knowing that a patch of ash was once a letter.

**Initial DC 8:**

- Sense (major) Sense all properties of a fire/ the remnants of a fire e.g. reading a letter that had been burnt to ash. (language dependent)

**Initial DC 12:**

- See through fire: Make your senses unhindered by fire e.g. you can see clearly through raging fire.
- Detect fire.

**Initial DC 16:**

- Infravision: See heat up to 30m (+30m/ +4DC).
- Scry through fire: Scry/ Perceive creatures/ objects that are illuminated by a fire. See [Extended Explanations](#)
- Perceive Events: Perceive past events in a 6m diameter area of fire/ ash with one sense up to week prior (+1 week/ +4DC). (+1 sense/ +4DC)

**Initial DC 20:**

- Speak with Fire: Communicate with a fire. See [Extended Explanations](#)
- Speak with elementals: Grant a target the ability to communicate with fire elementals or fire subtype creatures.

## **ILLUSION GUIDELINES**

This Form concerns illusions, phantasms and the senses. Masters of this Art have learned to separate the impressions a thing leaves on the senses from the thing itself, and many of them likewise become separated from what those around them see as reality.

Affects Creature Types

- None specifically

Damage types

- Sonic

### **SAVING THROWS AND ILLUSIONS (DISBELIEF):**

Creatures encountering an illusion usually do not receive saving throws to recognize it as illusory until they study it carefully or interact with it in some fashion. The speed with which a creature notices an illusion depends on their senses and what sensory input the spell has created. E.g. an illusion of a fire that only effects sight will quickly be considered odd when it makes no sound, has no smell, and gives off no heat.

A successful saving throw against an illusion reveals it to be false.

A failed saving throw indicates that a character fails to notice something is amiss. A character faced with proof that an illusion isn't real needs no saving throw. If any viewer successfully disbelieves an illusion and communicates this fact to others, each such viewer gains a saving throw with a +4 bonus.

### **Change Illusion**

#### **Initial DC 8:**

- Change sense (minor) Change one minor sensation (+1 sense/+4DC) of a target up to Medium size (+1 size/ +4DC).  
E.g. make a green leaf look like a red leaf, a banana taste like an orange, a smooth metallic sword feel rubbery.

#### **Initial DC 12:**

- Disguise - You make the target—including clothing, armor, weapons, and equipment—look different. The target can seem 50cm shorter or taller, thin, fat, or in between. Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person. The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of the target or the equipment. If you use this spell to create a disguise, the target gains a +10 bonus on the Disguise check.
- Fortissimo - doubles the volume of one source of sound. If the affected target (creature or item) can generate a sonic or language based attack such as a harpy's song or a horn of blasting, this spell increases the saving throw DC by 2 or increases damage by +1d6. This spell cannot be used to stack with a Create Illusion damaging spell.

#### **Initial DC 16:**

- Change sense (major) Change one major sensation (+1 sense/+4DC) of a target up to Medium size (+1 size/ +4DC).  
E.g. make a man look like a shrub, a sword feel like a fire, a harp sound like a barking dog.
- Sculpt Sound: You change the sounds that the target makes. This spell transforms sounds into other sounds. All affected creatures or objects must be transmuted in the same way. You can change the qualities of sounds but cannot create words with which you are unfamiliar yourself. A spellcaster whose voice is changed dramatically is unable to cast spells with verbal components.

#### **Initial DC 20:**

- Veil - Any lower level Perceive Illusion (scrying) spell used to view anything within the area of this spell instead receives a false image (as DC 8 Creation Illusion spell), as defined by you at the time of casting. As long as the duration lasts, you can concentrate to change the image as desired. While you aren't concentrating, the image remains static. (+DC/ + effectiveness)

### Control Illusion

#### **Initial DC 8:**

- Ventriloquism: You can make the target's voice (or any sound that it can normally make vocally) seem to issue from someplace else. With respect to such voices and sounds, anyone who hears the sound and rolls a successful save recognizes it as illusory (but still hears it).

#### **Initial DC 12:**

- Blur: Make one target appear to be blurred - attacks against this target suffer a 20% miss chance. Affects up to Medium sized targets (+1 size/ +4DC).

#### **Initial DC 16:**

- Ward against Illusion spells - An invisible, mobile field surrounds the target and prevents spells less than and equal to this Initial DC from affecting the warded target (+ effectiveness/ + DC). If the spells are damaging – the ward absorbs a maximum 10 points of damage (+20/+4DC).
- Displacement: Make one target appear to be *displaced* up to 2m away from its actual position - attacks against this target suffer a 50% miss chance. Affects up to Medium sized targets (+1 size/ +4DC).

#### **Initial DC 20:**

- Glamered/ Shadow Armour: Grant target armour one of following special abilities: Glamered, Shadow. If two spells of this type are cast that have similar types effects such as increased damage resistance e.g. Fire Resistance and Acid Resistance, only the most powerful spell is active. If two spells of this type are cast that have different types of effects e.g. Fire Resistance and Bashing, both spells are active. See [Extended Explanations](#)
  - **Glamered:** A suit of armor with this ability appears normal. Upon command, the armor changes shape and form to assume the appearance of a normal set of clothing. The armor retains all its properties (including weight) when glamered.
  - **Shadow:** This armor is jet black and blurs the wearer whenever she tries to hide, granting a +5 competence bonus on Stealth checks that rely on sight.

### Create Illusion

#### **Initial DC 4:**

- Glow (minor): Cause a Medium size target to glow as if it was a candle – 2m radius of soft light (+1 size/ +4DC)

#### **Initial DC 8:**

- Glow (major) Cause a Medium size target to glow with bright light - 6m diameter (+6m/ +4DC) (+1 size/ +4DC)
- Deafen – create a loud sound that deafens the target. A deafened character cannot hear. She takes a –4 penalty on initiative checks, automatically fails auditory based Perception checks, and has a 20% chance of spell failure when casting spells with verbal components.
- Create an illusion that affects a single sense (+1 sense/+4DC) in a 4m<sup>3</sup> area (+4m<sup>3</sup>/ +4DC). Senses can include visual, auditory, tactile, olfactory, taste, and thermal elements. The spellcaster can change and control the illusion within the limits of the size of the effect by concentrating on it. By increasing the DC by 4, the spellcaster can set up a brief (up to 30 seconds) program of activities e.g. an illusion of an orc walks a few steps and grunts before returning to where it started.

If this is an illusion that affects sound – the spellcaster can produce as much noise as four normal humans (+4 humans/ +4DC). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise produced can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting while a roaring lion is equal to the noise from sixteen humans.

- **Magic Mouth:** This spell imbues the chosen target with an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs. The message, which must be twenty-five or fewer words long, can be in any language known by you and can be delivered over a period of 10 minutes. The mouth cannot utter verbal components, use command words, or activate magical effects. It does, however, move according to the words articulated; if it were placed upon a statue, the mouth of the statue would move and appear to speak. Of course, magic mouth can be placed upon a tree, rock, or any other object or creature. The spell functions when specific conditions are fulfilled according to your command as set in the spell. Commands can be as general or as detailed as desired, although only visual and audible triggers can be used. Triggers react to what appears to be the case. Disguises and illusions can fool them. Normal darkness does not defeat a visual trigger, but magical darkness or invisibility does. Silent movement or magical silence defeats audible triggers. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Actions can serve as triggers if they are visible or audible. A magic mouth cannot distinguish alignment, level, Hit Dice, or class except by external garb. The range limit of a trigger is 30m. Regardless of range, the mouth can respond only to visible or audible triggers and actions in line of sight or within hearing distance.
- **Support act:** Creates three spectral accompanists who appear to be normal performers of any humanoid race. They back up the target's performance by playing, singing, dancing etc. The spectral accompanists grant a +4 circumstance bonus on the target's Perform checks for the duration of the spell (+1 bonus/ +4DC)

#### **Initial DC 12:**

- **Light:** Create a bright light with a 6m diameter (+6m/ +4DC)
- **Damage:** Create a sonic blast doing 2d6HP damage (+1d6/ +4DC).
- **Shatter:** creates a loud, ringing noise that breaks brittle, nonmagical objects; sunders a single solid, nonmagical object; or damages a crystalline creature. Used as an area attack, shatter destroys nonmagical objects of crystal, glass, ceramic, or porcelain. All such objects in the area are smashed into dozens of pieces by the spell. Objects weighing more than 2kg are not affected, but all other objects of the appropriate composition are shattered. Alternatively, you can target shatter against a single solid object, regardless of composition, weighing up to 25kg (+50kg/ +4DC). Targeted against a crystalline creature (of any weight), shatter deals 2d6 points of sonic damage per caster level (+1d6/ +4DC), with a Fortitude save for half damage.
- **Discordant noise:** create a distracting and discord noise. Affected creatures that attempt spellcasting or other activities that require concentration must increase the DC of their skill checks by 4 (+1/ +4DC). Creatures within the area gain a +4 bonus on saving throws against language dependent effects e.g. a harpy's song.

#### **Initial DC 16**

- **Mirror Image:** Several illusory duplicates of the target pop into being, making it difficult for enemies to know which target to attack. The figments stay near the target and disappear when struck. Mirror image creates 2 images (+ one image/ +4DC). These figments separate from the target and remain in a cluster, each within 2m of at least one other figment or the target. The target can move into and through a mirror image. When the target and the mirror image separate, observers can't use vision or hearing to tell which one is real. The figments may also move through each other. The figments mimic the targets actions. Enemies attempting to attack or cast spells at the target must select from among indistinguishable targets. Generally, roll randomly to see whether the selected target is real or a figment. Any successful attack against an image destroys it. An image's AC is 10 + the target's size modifier + the target's

Dex modifier. Figments seem to react normally to area spells (such as looking like they're burned or dead after being hit by a fireball). An attacker must be able to see the images to be fooled. If the target is invisible or an attacker shuts his or her eyes, the spell has no effect. (Being unable to see carries the same penalties as being blinded.)

- Moonlight: create a light approximating moonlight with a 6m diameter (+6m/ +4DC). This can trigger a lycanthrope to shapechange.
- Hypnotic Pattern: A twisting pattern of subtle, shifting colors weaves through the air, fascinating creatures within it. Affected creatures become fascinated by the pattern of colors. The creature stands or sits quietly, taking no actions other than to pay attention to the fascinating effect, for as long as the effect lasts. The creature is not helpless. It takes a –4 penalty on skill checks made as reactions, such as Perception checks. Any potential threat, such as a hostile creature approaching, allows the fascinated creature a new saving throw against the fascinating effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the fascinated creature, automatically breaks the effect. A fascinated creature's ally may shake it free of the spell as a standard action. Sightless creatures are not affected. Affects up to CR3 worth of creatures (+2CR/ +4DC).

#### **Initial DC 20:**

- Blind: Blinding flash - The target cannot see, –2 penalty to Armor Class, loses Dexterity bonus to AC (if any), moves at half speed, and takes a –4 penalty on Search checks and on most Strength- and Dexterity-based skill checks. All checks and activities that rely on vision (such as reading and visual Perception checks) automatically fail. All opponents are considered to have total concealment (50% miss chance) to the blinded character.

#### **Initial DC 24:**

- Daylight: Create a light approximating daylight with a 6m diameter (+6m/ +4DC). This may affect supernatural creatures that are harmed by daylight.
- Glitterdust: A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell. Affects up to CR3 (+2CR/ +4DC). All within the area are covered by the dust, which cannot be removed and continues to sparkle until the spell ends. Any creature covered by the dust takes a –10 penalty on Stealth checks. A blinded target takes a –2 penalty to Armor Class, loses Dexterity bonus to AC (if any), moves at half speed, and takes a –4 penalty on Search checks and on most Strength- and Dexterity-based skill checks. All checks and activities that rely on vision (such as reading and visually based Perception checks) automatically fail. All opponents are considered to have total concealment (50% miss chance) to the blinded character.

#### **Initial DC 26:**

- Scintillating Pattern: A twisting pattern of discordant, coruscating colors weaves through the air, affecting creatures within it. Affects up to CR5 (+2CR/ +4DC). This spell is less effective against higher CR creatures – see below before effect ranges.  
5 or less: Unconscious for 1d4 rounds, then stunned for 1d4 rounds, and then confused for 1d4 rounds. (Treat an unconscious result as stunned for nonliving creatures.)  
6 to 12: Stunned for 1d4 rounds, then confused for 1d4 rounds.  
13 or more: Confused for 1d4 rounds.  
Note: Sightless creatures are not affected by scintillating pattern.

#### *Destroy Illusion*

#### **Initial DC 8**

- Stealth: Reduce one Medium target's ability to affect one sense (+1 size/ +4DC) (+1 sense/+4DC). E.g. reduce a person's ability to affect the sense of sight (granting +4 to Stealth checks that rely on sight).

### Initial DC 12:

- **Dim:** Reduce light in a diameter of 6m. (+6m/ +4DC) All creatures in the area gain concealment (20% miss chance). Even creatures that can normally see in such conditions (such as with darkvision or low-light vision) have the miss chance in an area shrouded in magical darkness. Normal lights (torches, candles, lanterns, and so forth) are incapable of brightening the area, as are light spells of lower level. Higher level light spells are not affected by darkness. If darkness is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed.

### Initial DC 16:

- **Invisibility/ Silence (Minor):** Destroy one Medium object/ creature's ability to affect one sense (+1 size/ +4DC) (+1 sense/+4DC). E.g. destroy a person's ability to affect the sense of sight (granting invisibility)

NOTE: attacking another creature breaks the spell.

Common spell variants are below however, a target's scent or other sensory outputs could also be effected by this spell:

**Invisibility** - The creature or object touched becomes invisible, vanishing from sight, even from darkvision. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so. Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 2m from it becomes visible. Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as stepping in a puddle). The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. (Exactly who is a foe depends on the invisible character's perceptions.) Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear.

**Silence** - complete silence prevails in the affected area. All sound is stopped: Conversation is impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. Items in a creature's possession or magic items that emit sound receive the benefits of saves and spell resistance, but unattended objects and points in space do not. This spell provides a defense against sonic or language-based attacks.

- **Darkness:** Destroy light in a diameter of 6m. (+6m/ +4DC) All creatures in the area gain concealment (50% miss chance). Even creatures that can normally see in such conditions (such as with darkvision or low-light vision) have the miss chance in an area shrouded in magical darkness. Normal lights (torches, candles, lanterns, and so forth) are incapable of brightening the area, as are light spells of lower level. Higher level light spells are not affected by darkness. If darkness is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed.

### Initial DC 24:

- **Invisibility/ Silence (Major):** Destroy one Medium object/ creature's ability to affect one sense. (+1 size/ +4DC) (+1sense/+4DC).

NOTE: attacking another creature does not break the spell.

### Perceive Illusion

#### **Initial DC X:**

- Perceive the truth of something affected by an Illusion spell. The base DC is the DC of the targeted spell.
- Detect scrying: The base DC is the DC of the scry spell.

#### **Initial DC 8:**

- Range increase: Improve senses to increase range increments when determining ranged combat modifiers by 50% for the target. (+10%/+4DC).

#### **Initial DC 16:**

- Recreate events: perceive past events in an area with one sense up to one day prior (+1 day/ +4DC). (+1 sense/ +4DC)
- Arcane Eye: You create an invisible magical sensor that sends you visual information. You can create the arcane eye at any point you can see, but it can then travel outside your line of sight without hindrance (within the range limits of the spell). An arcane eye travels at 10m per round if viewing an area ahead as a human would (primarily looking at the floor) or 3m per round if examining the ceiling and walls as well as the floor ahead. It sees exactly as you would see if you were there. The eye can travel in any direction as long as the spell lasts. Solid barriers block its passage, but it can pass through a hole or space as small as 2.5cm in diameter. The eye can't enter another plane of existence, even through a gate or similar magical portal. You must concentrate to actively use and receive information from an arcane eye. If you do not concentrate, the eye is inert until you again concentrate.
- Scry: Scry a creature/ location (+degree of familiarity with location/ +DC as per table below). Note: The spellcaster still needs to include spell modifiers for range, area of effect and duration.

### **SCRY FAMILIARITY MODIFIERS**

Designation	Example	DC Increase
Very familiar	Areas visited for more than 80 hours or studied in detail for a day (e.g. Terra's family home). People very well known to the spellcaster	+0
Familiar	Areas visited for more than a day or studied in detail for an hour (e.g. Terra's Room at Arin's Rest).	+3
Detailed Description	A detailed description would require perhaps a third party who was familiar with the area and perhaps a fairly accurate map of its location. Gaining such a description would take several minutes of questioning/reading (e.g. Tomas drawing a map and describing in detail his parents farm near Karlton).	+6
Reference or passed through	General descriptions such " <i>the shop on the corner of X and Y streets in Valletta</i> ". Gaining such a description would only require round or two, but would need to be spatially specific, it must relate the location to locations the user knows of, or well known locational information like major streets, distance and direction from landmarks, etc.	+9
Vague	Never visited/ Never met. The location of familiar objects which have since moved. Vague descriptions of places such as " <i>Dambock's residence in L-Isla</i> ".	+12

**Initial DC 20:**

- See Invisibility - The target can see any objects or beings that are invisible within its range of vision, as well as any that are ethereal, as if they were normally visible. Such creatures are visible as translucent shapes, allowing the target to easily discern the difference between visible, invisible, and ethereal creatures. The spell does not reveal the method used to obtain invisibility. It does not reveal illusions or enable the target to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see.

**Combined spells****Create & Perceive Illusion****Initial DC 24:**

- Project Image - create an illusory version of yourself. The projected image looks, sounds, and smells like you but is intangible. The projected image mimics your actions (including speech) unless you direct it to act differently (requires a 'move equivalent' action). You can see through its eyes and hear through its ears as if you were standing where it is, and during your turn you can switch from using its senses to using your own, or back again, as a free action. While you are using its senses, your body is considered blinded and deafened. If you desire, any spell you cast whose range is touch or greater can originate from the projected image instead of from you. The projected image can't cast any spells on itself except for illusion spells. The spells affect other targets normally, despite originating from the projected image. Objects are affected by the projected image as if they had succeeded on their Will save. You must maintain line of effect to the projected image at all times. If your line of effect is obstructed, the spell ends. If you use dimension door, teleport, plane shift, or a similar spell that breaks your line of effect, even momentarily, the spell ends.

**Create & Destroy Illusion****Initial DC 24:**

- Mislead - You become invisible (as DC 16 Destroy Illusion spell), and at the same time, an illusory double of you (as DC 8 Create Illusion spell) appears. You are then free to go elsewhere while your double moves away. The double appears within range but thereafter moves as you direct it (which requires concentration beginning on the first round after the casting). You can make the illusion appear superimposed perfectly over your own body so that observers don't notice an image appearing and you turning invisible. You and the figment can then move in different directions. The double moves at your speed and can talk and gesture as if it were real, but it cannot attack or cast spells, though it can pretend to do so.

## **MACHINES GUIDELINES**

This form is focused on technology, manipulating machines and constructs with magic. It has many similarities to Body in the way it can be used to repair and augment the physical forms of machines. However, it is also similar to Earth in that it affects solid matter, usually metallic in nature.

Affects Creature Types

- Construct e.g. Animated object, Golem

### Change Machines

#### **Initial DC 4:**

- Change mechanical products: Make a change to something made of mechanical products that preserves the substance (up to 1m<sup>3</sup>). E.g. sheet of metal into interlocking gears. (+1m<sup>3</sup>/ +4DC)
- Change machine (Minor): Make a superficial change to a Medium size machine e.g. paint colour (+1 size/ +4DC)

#### **Initial DC 8:**

- Enhance/ Diminish a machine
  - +2 or -2 enhancement bonus physical Ability score such as STR, DEX or CON (+1 or -1/+4DC)
  - increase/ decrease movement speed by 4m (+ or -4m/ +4 DC)
- Disguise: Utterly change the target's appearance (though they must still remain machinelike in form) granting a +4 enhancement bonus to disguise checks (+4/+4DC).
- Chameleon effect – grant a target the ability to change colours to match their background granting a +4 enhancement bonus on Stealth checks (+4/+4DC)
- Physical Boost: Change a target so that it gains a +4 enhancement bonus to a physical skill e.g. climb, jump, swim. (+4/ +4DC)
- Sensory Enhancement: Grant a machine a new extraordinary sensory ability effective to a 30m range (+30m/ +4DC): echolocation, darkvision, scent, tremorsense (+1 additional sense/ +8DC)
- Pack Mule: The target's carrying capacity triples. This does not affect the creature's actual Strength in any way, merely the amount of material it can carry while benefiting from this spell. It also has no effect on encumbrance due to armor. If the creature wears armor it still takes the normal penalties for doing so regardless of how much weight the spell allows it to carry.

#### **Initial DC 12:**

- Make a major change in a machine, while leaving it recognizably the same e.g. enlarge/ reduce by a size category (+ Size/ +4DC).  
Enlarge: height x2, weight x 8. Target gains: +2 size bonus to Strength, –2 size penalty to Dexterity (to a minimum of 1), +4 size bonus to grapple, and a –1 penalty on attack rolls and AC due to its increased size. A target whose size increases to Large has a space of 4m and a natural reach of 3m.  
Reduce: height /2, weight /8. Target gains: +2 size bonus to Dexterity, –2 size penalty to Strength (to a minimum of 1), -4 size penalty to grapple, and a +1 bonus on attack rolls and AC due to its reduced size.
- Enhance Weapon: Improve a machine's weapon to Masterwork quality, granting a +1 enhancement bonus to attack.
- Enhance Armour: Improve a machine's armour to Masterwork quality, granting a +1 enhancement bonus to damage reduction and a -1 reduction to armour check penalties.
- Reshape Surface: Reshape the surface (2cm deep) of a machine.

#### **Initial DC 16:**

- Change a machine in a highly unnatural way e.g.
  - claws doing 1d6 damage (+1d6/+4DC), fangs doing 1d4 damage (+1d4/+4DC)

- armored skin = enhancement bonus 2DR (+2/+4DC), spiked surface doing 1d3 damage (+1d3/ +4DC).
- Keen Weapons: Improve the threat range of a machine's slashing weapons granting a +2 enhancement bonus to threat range. (+1/ +8DC)
- Polymorph (Minor): Change a machine into a different machine within the same size category and general type e.g. a coffee machine into a toaster (+1 or -1 Size/+4DC). The new form cannot be of a higher CR than the original creature.

#### **Initial DC 20:**

- Grant a target the ability to pass through machines. If the spell's duration expires or the effect is dispelled before the target voluntarily exits, it is violently expelled and takes 4d6 points of damage.
- Change machine (Superior): Radically change a machine in an unnatural way e.g.
  - Wings - Fly at Speed 12m (+4m Speed/ +4DC) with Maneuverability Class Poor (+1 Maneuverability Class/ +4DC).
  - Extra set of limbs - Note: This use of the spell does not automatically grant additional attacks
- Target's body adapts to a hostile environment. Target can adapt to underwater, extremely hot, extremely cold, or airless environments, allowing it to survive as if it were native to that environment. It can 'breathe' (useful for steam powered machines underwater) and move (though penalties to movement and attacks, if any for a particular environment, remain), and it takes no damage simply from being in that environment. Any environmental feature that normally directly deals 1 or more dice of damage per round deals the target only half the usual amount of damage.

#### **Initial DC 24:**

- Polymorph (Major). Change machine into a different machine. The new form cannot be of a higher CR than the original machine. See [Extended Explanations](#)
- Reshape machines: You can form an existing piece of machinery into any shape that suits your purpose. While it's possible to make crude coffer, doors, and so forth with this spell, fine detail isn't possible

#### **Initial DC 28:**

- Awaken machine's consciousness resembling that of a human. The awakened machine is friendly toward you. You have no special empathy or connection with a creature you awaken, although it serves you in specific tasks or endeavors if you communicate your desires to it. An awakened machine has characteristics as if it were an animated object, except that it gains the plant type and its Intelligence, Wisdom, and Charisma scores are each 3d6. An awakened machine gains the ability to move its limbs, and it has senses similar to a human's. An awakened animal gets 3d6 Intelligence, +1d3 Charisma, and +2 HD. Its type becomes magical construct. An awakened machine can't serve as an animal companion, familiar, or special mount. An awakened machine can speak one language that you know, plus one additional language that you know per point of Intelligence bonus (if any).

#### **Initial DC 32:**

- Turn a machine into an animal/ plant of the same size (+ or -1 Size/ +4DC). The new form cannot be of a higher CR than the RL of the original creature. (Nature requisite)
- Turn a machine into a solid inanimate object of the same size (Earth requisite).

#### Control Machines

##### **Initial DC 8:**

- Deflect attacks: Deflect attacks by the natural weapons of a machine granting a +2 Deflection bonus to AC. (+2 AC/ +4DC)

- Partial paralysis: Make a machine lose partial control of a limb - up to CR3 (+2CR/ 4DC). Leg = speed reduced by half, arm = -2 to attack rolls.

#### **Initial DC 12:**

- Unlock/ Lock: Unlock or lock a mechanism with a DC16 (+4/ +4DC)
- Animate/ De-Animate: Animate/ De-Animate machinery as constructs: up to a maximum of CR 2(+1CR/ +4DC). These animated objects then immediately act in whatever fashion you direct. You can change the set actions as a move action, as if directing an active spell. This spell cannot animate objects carried or worn by a creature. Affects one object - up to Small size. (+1size/+4DC) See [Extended Explanations](#)

#### **Initial DC 16:**

- Control the gross physical actions of up to CR3 of machines (+2CR/ 4DC). If you force the target to engage in combat, its attack is your base attack bonus, does only base weapon damage and loses all dexterity bonuses to AC.
- Ward against machines: An invisible, mobile field surrounds the target and prevents creatures from approaching within the area of effect (minimum 2m diameter) - affects up to CR3 creatures (+2CR/ +4DC). Any creature within or entering the field must attempt a Willpower save. If it fails, it becomes unable to move toward the target for the duration of the spell. See [Extended Explanations](#)
- Ward against Machines spells - An invisible, mobile field surrounds the target and prevents spells less than and equal to this Initial DC from affecting the warded target (+ effectiveness/ + DC). If the spells are damaging – the ward absorbs a maximum 10 points of damage (+20/+4DC).

#### **Initial DC 20:**

- Teleport a machine. (+degree of familiarity with location/ +DC) This spell instantly transports the target to a designated destination however, interplanar travel is not possible. The target can bring along objects if their weight doesn't exceed their maximum load. You may also teleport additional creatures (carrying gear or objects up to its maximum load) by increasing the area of effect (+DC). If targeting yourself, you need not make a saving throw, nor is spell resistance applicable to you. Only objects held or in use (attended) by another person receive saving throws and spell resistance. You must have some clear idea of the location and layout of the destination. Areas of strong physical or magical energy may make teleportation more hazardous or even impossible. See [Extended Explanations](#).

#### **Initial DC 24:**

- Paralyze a machine: A paralyzed machine is frozen in place and unable to move or act. A paralyzed machine has effective Dexterity and Strength scores of 0 and is helpless. A winged machine flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A paralyzed machine can't swim and may sink - up to CR4 (+2CR/ 4DC)

#### Create Machines

#### **Initial DC 4:**

- Repair superficial damage to a machine

#### **Initial DC 12:**

- Repair 2d6 (+1d6/+4DC) points of damage to a machine
- Create up to 1m<sup>3</sup> of simple machine components. (+1m<sup>3</sup>/ +4DC)

#### **Initial DC 16:**

- Recharge a machine's power source by 25% (+25%/ +4DC). This spell can only recharge mechanical and chemical power sources such as steam or clockwork.

**Initial DC 20:**

- Repair a lost/ crippled machine appendage - effects up to Medium size (+1 size/ +4DC)
- Create up to 1m<sup>3</sup> of complex machine components. (+1m<sup>3</sup>/ +4DC)
- Create a wall of interlocked metal cogs 6m<sup>2</sup> (+2m<sup>2</sup>/+4DC) or ring of cogs with a radius of up to 2m (+2m/+4DC) and 2.5cm thick (+2.5cm/+4DC). Each 2m square of the wall has 10 hit points per inch of thickness and hardness 4. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the base DC for the Strength check is 18 (base DC16 + 2 per 2.5cm of thickness). It is possible, but difficult, to trap mobile opponents within or under a wall of stone, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex saves. See [Extended Explanations](#)

**Initial DC 32:**

- Create up to 1m<sup>3</sup> of extraordinary machine components. (+1m<sup>3</sup>/ +4DC)
- Create a wall of revolving gears 4m long, 3m wide and 2m high (+4m long or 3m wide or 2m high/ +4DC). Any creature forced into or attempting to move through a wall of gears takes 2d6HP damage (+1d6/+4DC) crushing damage per round of movement. Creatures can force their way slowly through the wall by making a Strength check as a full-round action. For every 1 point by which the check exceeds DC16, a creature moves 2m (up to a maximum distance equal to its normal land speed). Any creature within the area of the spell when it is cast takes damage as if it had moved into the wall and is caught inside. In order to escape, it must attempt to push its way free, or it can wait until the spell ends. A wall of gears can be breached by slow work with bludgeoning weapons. Chopping away at the wall creates a safe passage 1m deep for every 1 minute of work.

*Destroy Machines***Initial DC 4:**

- Do superficial damage to a machine e.g. remove its paintwork, cause surface rust

**Initial DC 12:**

- Do 2d6HP damage to a machine (+1d6/+4DC).
- Destroy up to 1m<sup>3</sup> of machine components. (+1m<sup>3</sup>/ +4DC).

**Initial DC 16:**

- Weaken a machine so that it is vulnerable to critical strikes and sneak attacks. Affects up to CR4 (+2CR/ +4DC).
- Deplete a machine's power source by 25% (+25%/ +4DC). This spell can only depower mechanical and chemical power sources such as steam and clockwork.

**Initial DC 20:**

- Cripple a machine's limb. If this is a leg: moves at half speed, cannot run or charge and takes a -6 penalty to Strength and Dexterity. If this is an arm: cannot use that arm and takes a -6 penalty to Strength and Dexterity. Affects up to CR4 (+2CR/ +4DC)
- Cause Blindness in a machine: -2 penalty to Armor Class, loses Dexterity bonus to AC (if any), moves at half speed, and takes a -4 penalty on Search checks and on most Strength- and Dexterity-based skill checks. All checks and activities that rely on vision (such as reading and Spot checks) automatically fail. All opponents are considered to have total concealment (50% miss chance) to the blinded creature. Affects up to CR4 (+2CR/ +4DC)

**Initial DC 40:**

- Destroy a machine - up to CR10 (+2CR/ +4DC)

### Perceive Machines

#### **Initial DC 4:**

- Sense very general information about a machine e.g. age, function, level of energy

#### **Initial DC 8:**

- Sense a specific piece of information e.g. mechanical problems
- Detect machines.

#### **Initial DC 12:**

- Grant a target the insight to move through industrial terrain as though it was clear terrain.
- 'Read' information encoded onto a mechanical item. Depending on the information this can be language dependent.
- Grant one target a +4 insight bonus to a technical skill involving machines (+4 bonus/+8DC)

#### **Initial DC 16:**

- Sense all useful information about a machine.
- Sense the location of a machine (+DC based on how well/ poorly known the machine is to the spellcaster)
- Perceive past events in an area of machinery with one sense up to week prior (+1 week/ +4DC). (+1 sense/ +4DC)

#### **Initial DC 20:**

- Speak with a machine. See [Extended Explanations](#)
- Make one target's senses unhindered by 1m of solid material e.g. see through a machine. (+1m/ +4DC)
- Detect traps constructed of machinery

## MAGIC GUIDELINES

This Form concerns raw magical power. All the Arts rely on the raw energy and potential of magic, but this Art refines the use of magic itself, allowing magi to assume even greater control of their spells. Magic also affects supernatural creatures such as angels and demons, which are innately magical creatures.

Magic allows the spellcaster to connect to the Planes and to both Holy/ Unholy powers.

Affects Creature Types

- Dragon e.g. Red, Gold
- Fey e.g. Nymph, Sprite
- Magical Beast e.g. Basilisk, Blink Dog
- Outsider e.g. Demon, Rakshasa

Damage types

- Force

### NOTE:

Many Magic spell Initial DCs are based on the Initial DC of the magical effect/ creature that they are targeting/ setting. These Initial DCs are then modified for Range, Duration etc as per normal.

### Change Magic

Special – Change Magic can be used to effect spells that are already cast and are in place. For example, they can

- Split one spell into two spells (with halved effects)
- Change the target of a spell
- Invert a spell, causing an opposite effect e.g. a *Create Body* spell changed into a *Destroy Body* spell.

The DC to change an existing spell, is set by the Initial DC of the magical effect/ creature that they are targeting/ setting. This Initial DC is then modified for Range, Duration etc as per normal.

### **Initial DC 12:**

- Augment familiar: The target is granted a +4 STR and CON, +2DR. It only affects a familiar (+1 STR and CON/ +4DC) (+1DR/ +4DC).  
NOTE: This cannot be stacked with other enhancements to STR,CON, DR.
- Enchant Weapon/ Armour (Minor): The target weapon/ armour is granted +1 magical enhancement bonus. (+1 enhancement/ +4DC). Weapon enhancement effects both attack and damage. Armour enhancement effects DR. Shield enhancement effects AC.
- Aligned Weapon: The target weapon is granted the following special ability: Aligned. If two spells of this type are cast that have similar types effects such as increased damage e.g. Frost and Shock, only the most powerful spell is active. If two spells of this type are cast that have different types of effects e.g. Frost and Returning, both spells are active.
  - **Aligned:** Align weapon makes a weapon good, evil, lawful, or chaotic, as you choose. A weapon that is aligned can bypass the damage reduction of certain creatures. This spell has no effect on a weapon that already has an alignment. You can't cast this spell on a natural weapon, such as an unarmed strike. When you make a weapon good, evil, lawful, or chaotic, align weapon is a good, evil, lawful, or chaotic spell, respectively.

### **Initial DC 16:**

- Attune to Plane: Attune to planar effects: The target is granted immunity to harmful and negative effects of planes. This spell does not provide protection against creative, gravity traits and alignment traits of planes.

### Initial DC 20:

- Enchant Weapon (Major): The target weapon is granted one of the following special abilities: Distance, Ghost touch, Merciful, Mighty Cleaving, Returning, Throwing, Wounding. If two spells of this type are cast that have similar types effects such as increased damage e.g. Frost and Shock, only the most powerful spell is active. If two spells of this type are cast that have different types of effects e.g. Frost and Returning, both spells are active.
  - **Distance:** This property can only be placed on a ranged weapon. A weapon of distance has double the range increment of other weapons of its kind.
  - **Ghost Touch:** A ghost touch weapon deals damage normally against incorporeal creatures, regardless of its bonus. (An incorporeal creature's 50% chance to avoid damage does not apply to attacks with ghost touch weapons.) The weapon can be picked up and moved by an incorporeal creature at any time. A manifesting ghost can wield the weapon against corporeal foes. Essentially, a ghost touch weapon counts as either corporeal or incorporeal at any given time, whichever is more beneficial to the wielder.
  - **Merciful:** The weapon deals an extra 1d6 points of damage, and all damage it deals is nonlethal damage. On command, the weapon suppresses this ability until commanded to resume it. Bows, crossbows, and slings so crafted bestow the merciful effect upon their ammunition.
  - **Mighty Cleaving:** A mighty cleaving weapon allows a wielder with the Cleave feat to make one additional cleave attempt in a round.
  - **Throwing:** This ability can only be placed on a melee weapon. A melee weapon crafted with this ability gains a range increment of 4m and can be thrown by a wielder proficient in its normal use.
  - **Returning:** This special ability can only be placed on a weapon that can be thrown. A returning weapon flies through the air back to the creature that threw it. It returns to the thrower just before the creature's next turn (and is therefore ready to use again in that turn). Catching a returning weapon when it comes back is a free action. If the character can't catch it, or if the character has moved since throwing it, the weapon drops to the ground in the square from which it was thrown.
  - **Wounding:** A wounding weapon deals 1 point of Constitution damage from blood loss when it hits a creature. A critical hit does not multiply the Constitution damage. Creatures immune to critical hits (such as plants and constructs) are immune to the Constitution damage dealt by this weapon.

### Initial DC 28:

- Enchant Weapon (Superior): The target weapon is granted one of the following special abilities: Brilliant energy, Dancing, Holy/ Unholy (Faith Requisite), Speed. If two spells of this type are cast that have similar types effects such as increased damage e.g. Frost and Shock, only the most powerful spell is active. If two spells of this type are cast that have different types of effects e.g. Frost and Returning, both spells are active.
  - **Brilliant Energy:** A brilliant energy weapon has its significant portion transformed into light, although this does not modify the item's weight. It always gives off light as a torch (6m radius). A brilliant energy weapon ignores nonliving matter. Armor bonuses to DR do not count against it because the weapon passes through armor. A brilliant energy weapon cannot harm undead, constructs, and objects.
  - **Dancing:** As a standard action, a dancing weapon can be loosed to attack on its own. It fights for 4 rounds using the base attack bonus of the one who loosed it and then drops. While dancing, it cannot make attacks of opportunity, and the person who activated it is not considered armed with the weapon. In all other respects, it is considered wielded or attended by the creature for all maneuvers and effects that target items. While dancing, it takes up the same space as the activating character and can attack adjacent foes (weapons with reach can attack opponents up to 4m away). The

dancing weapon accompanies the person who activated it everywhere, whether she moves by physical or magical means. If the wielder who loosed it has an unoccupied hand, she can grasp it while it is attacking on its own as a free action; when so retrieved the weapon can't dance (attack on its own) again for 4 rounds.

- **Holy:** A holy weapon is imbued with holy power. It deals an extra 2d6 points of damage against all of evil alignment. Bows, crossbows, and slings so crafted bestow the holy power upon their ammunition. (Faith Requisite - caster and wielder)
- **Speed:** When making a full attack action, the wielder of a speed weapon may make one extra attack with it. The attack uses the wielder's full base attack bonus, plus any modifiers appropriate to the situation.
- **Unholy:** An unholy weapon is imbued with unholy power. It deals an extra 2d6 points of damage against all of good alignment. Bows, crossbows, and slings so crafted bestow the unholy power upon their ammunition. (Faith Requisite - caster and wielder)

#### Initial DC 32:

- Enchant Weapon (Supreme): The target weapon is granted one of the following special abilities: Blessed/Blighted (Faith Requisite), Vorpal. If two spells of this type are cast that have similar types effects such as increased damage e.g. Frost and Shock, only the most powerful spell is active. If two spells of this type are cast that have different types of effects e.g. Frost and Returning, both spells are active.
  - **Blessed/ Blighted:** This transmutation makes a weapon strike true against evil/ good foes. The weapon is treated as having a +1 enhancement bonus for the purpose of bypassing the damage reduction of evil/ good creatures or striking evil/ good incorporeal creatures (though the spell doesn't grant an actual enhancement bonus). The weapon also becomes aligned, which means it can bypass the damage reduction of certain creatures. (This effect overrides and suppresses any other alignment the weapon might have.) In addition, all critical hit rolls against evil/ good foes are automatically successful, so every threat is a critical hit. This last effect does not apply to any weapon that already has a magical effect related to critical hits, such as a keen weapon or a vorpal sword. (Faith Requisite - caster and wielder)
  - **Vorpal:** This potent and feared ability allows the weapon to sever the heads of those it strikes. Upon a roll of natural 20 (followed by a successful roll to confirm the critical hit), the weapon severs the opponent's head (if it has one) from its body. Some creatures, such as many aberrations and all oozes, have no heads. Others, such as golems and undead creatures other than vampires, are not affected by the loss of their heads. Most other creatures, however, die when their heads are cut off. A vorpal weapon must be a slashing weapon.

#### Control Magic

- Special, CONTROL MAGIC can be used to Counterspell or Dispel any spell (see the appropriate section).

#### Initial DC 12:

- Ward against magical creatures: An invisible, mobile field surrounds the target and prevents creatures from approaching within the area of effect (minimum 2m diameter) - affects up to CR3 creatures (+2CR/ +4DC). Any creature within or entering the field must attempt a Willpower save. If it fails, it becomes unable to move toward the target for the duration of the spell. See [Extended Explanations](#)  
NOTE – this cannot be used to ward against Elementals.
- Summon/ Banish: Either summon or banish an extraplanar creature up to CR2 e.g. a demon (+1CR/+4DC). This cannot be used to summon/ banish Elementals. See [Extended Explanations](#)
- Control supernatural: Control up to a maximum of CR 3 of supernatural creatures (+2CR/ +4DC). See [Extended Explanations](#)

**Initial DC 16:**

- Ward against spells: Ward against Magic spells - An invisible, mobile field surrounds the target and prevents spells less than and equal to this Initial DC from affecting the warded target (+ effectiveness/ + DC). If the spells are damaging – the ward absorbs a maximum 10 points of damage (+20/+4DC).
- Ward against Planar effects - An invisible, mobile field surrounds the target and protects them from the natural dangers of a specified Plane. Gravity traits, alignment traits and magical traits of a Plane are not warded against e.g. the entrapment effect of Elysium.

**Initial DC 20:**

- Blink: You “blink” back and forth between the Material Plane and the Ethereal Plane. You look as though you’re winking in and out of reality very quickly and at random. Blinking has several effects, as follows. Physical attacks against you have a 50% miss chance, and the Blind-Fight feat doesn’t help opponents, since you’re ethereal and not merely invisible. If the attack is capable of striking ethereal creatures, the miss chance is only 20% (for concealment). If the attacker can see invisible creatures, the miss chance is also only 20%. (For an attacker who can both see and strike ethereal creatures, there is no miss chance.) Likewise, your own attacks have a 20% miss chance, since you sometimes go ethereal just as you are about to strike. Any individually targeted spell has a 50% chance to fail against you while you’re blinking unless your attacker can target invisible, ethereal creatures. Your own spells have a 20% chance to activate just as you go ethereal, in which case they typically do not affect the Material Plane. While blinking, you take only half damage from area attacks (but full damage from those that extend onto the Ethereal Plane). You strike as an invisible creature (with a +2 bonus on attack rolls), denying your target any Dexterity bonus to AC. You take only half damage from falling, since you fall only while you are material. While blinking, you can step through (but not see through) solid objects. For each 2m of solid material you walk through, there is a 50% chance that you become material. If this occurs, you are shunted off to the nearest open space and take 1d6 points of damage per 2m so traveled. You can move at only three-quarters speed (because movement on the Ethereal Plane is at half speed, and you spend about half your time there and half your time material.) Since you spend about half your time on the Ethereal Plane, you can see and even attack ethereal creatures. You interact with ethereal creatures roughly the same way you interact with material ones. An ethereal creature is invisible, incorporeal, and capable of moving in any direction, even up or down. As an incorporeal creature, you can move through solid objects, including living creatures. An ethereal creature can see and hear the Material Plane, but everything looks gray and insubstantial. Sight and hearing on the Material Plane are limited to 20m. Force effects affect you normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can’t attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane. Treat other ethereal creatures and objects as material.
- Ward against Teleportation spells - An invisible, mobile field surrounds the target and prevents Teleportation spells from affecting the warded target.

**Initial DC 28:**

- Portals: You create linked teleportation portals that remain open for the duration. Choose two points on the ground that you can see, one point within 4m of you and one point within 30m of you (range can be increased by increasing the DC, if the range increases beyond sight then the additional modifiers for how well known the area apply as per other teleport spells: See [Extended Explanations](#)). A circular portal, 4m in diameter, opens over each point. If the portal would open in the space occupied by a creature, the spell fails, and the casting is lost. The portals are two-dimensional glowing rings filled with mist, hovering just above the ground and perpendicular to it at the points you choose. A ring is visible only from one side (your choice), which is the side that functions as a portal. Any creature or object entering the portal exits from

the other portal as if the two were adjacent to each other; passing through a portal from the nonportal side has no effect. The mist that fills each portal is opaque and blocks vision through it. On your turn, you can rotate the rings as a move equivalent action so that the active side faces in a different direction.

#### Initial DC 32:

- Planeshift: Planeshift the target (+degree of familiarity with location/ +DC). You move yourself or some other creature to another plane of existence or alternate dimension. Plane shift transports creatures instantaneously and then ends. The creatures need to find other means if they are to travel back. See [Extended Explanations](#)
- Ward against all Planar effects - An invisible, mobile field surrounds the target and protects them from the all dangers of a specified Plane including things like gravity traits, alignment traits and magical traits.

#### Initial DC40

- Astral Projection: By freeing your spirit from your physical body, this spell allows you to project an astral body onto another plane altogether. You can bring the astral forms of other willing creatures with you, provided that these subjects are linked in a circle with you at the time of the casting. These fellow travelers are dependent upon you and must accompany you at all times. If something happens to you during the journey, your companions are stranded wherever you left them. You project your astral self onto the Astral Plane, leaving your physical body behind on the Material Plane in a state of suspended animation. The spell projects an astral copy of you and all you wear or carry onto the Astral Plane. Since the Astral Plane touches upon other planes, you can travel astrally to any of these other planes as you will. To enter one, you leave the Astral Plane, forming a new physical body (and equipment) on the plane of existence you have chosen to enter. While you are on the Astral Plane, your astral body is connected at all times to your physical body by a silvery cord. If the cord is broken, you are killed, astrally and physically. Luckily, very few things can destroy a silver cord. When a second body is formed on a different plane, the incorporeal silvery cord remains invisibly attached to the new body. If the second body or the astral form is slain, the cord simply returns to your body where it rests on the Material Plane, thereby reviving it from its state of suspended animation. Although astral projections are able to function on the Astral Plane, their actions affect only creatures existing on the Astral Plane; a physical body must be materialized on other planes. You and your companions may travel through the Astral Plane indefinitely. Your bodies simply wait behind in a state of suspended animation until you choose to return your spirits to them. The spell lasts until you desire to end it, or until it is terminated by some outside means, such as dispel magic cast upon either the physical body or the astral form, the breaking of the silver cord, or the destruction of your body back on the Material Plane (which kills you).
- Gate: Casting a gate spell has two effects. First, it creates an interdimensional connection between your plane of existence and a plane you specify, allowing travel between those two planes in either direction. Second, you may then call a particular individual or kind of being through the gate.

The gate itself is a circular hoop or disk from 3m diameter, oriented in the direction you desire when it comes into existence (typically vertical and facing you). It is a two-dimensional window looking into the plane you specified when casting the spell, and anyone or anything that moves through is shunted instantly to the other side.

A gate has a front and a back. Creatures moving through the gate from the front are transported to the other plane; creatures moving through it from the back are not.

Planar Travel: As a mode of planar travel, a gate spell functions much like a plane shift spell, except that the gate opens precisely at the point you desire (a creation effect). Deities and other beings who rule a planar realm can prevent a gate from opening in their presence or personal demesnes if they so desire. Travelers need not join hands with you—anyone who chooses to step through the portal is transported. A gate cannot be opened to another point on the same plane; the spell works only for interplanar travel.

You may hold the gate open only for a brief time (no more than 1 round per caster level), and you must concentrate on doing so, or else the interplanar connection is severed.

**Calling Creatures:** The second effect of the gate spell is to call an extraplanar creature to your aid (a calling effect). By naming a particular being or kind of being as you cast the spell, you cause the gate to open in the immediate vicinity of the desired creature and pull the subject through, willing or unwilling. Deities and unique beings are under no compulsion to come through the gate, although they may choose to do so of their own accord. This use of the spell creates a gate that remains open just long enough to transport the called creatures. This use of the spell has an SP cost (5SP).

If you choose to call a kind of creature instead of a known individual you may call either a single creature (of any CR) or several creatures. You can call and control several creatures as long as their CR total does not exceed your RL. In the case of a single creature, you can control it if its CR do not exceed twice your RL. A single creature with more CR than twice your RL can't be controlled. Deities and unique beings cannot be controlled in any event. An uncontrolled being acts as it pleases, making the calling of such creatures rather dangerous. An uncontrolled being may return to its home plane at any time.

A controlled creature can be commanded to perform a service for you. Such services fall into two categories: immediate tasks and contractual service. Fighting for you in a single battle or taking any other actions that can be accomplished within 1 round per caster level counts as an immediate task; you need not make any agreement or pay any reward for the creature's help. The creature departs at the end of the spell.

If you choose to exact a longer or more involved form of service from a called creature, you must offer some fair trade in return for that service. The service exacted must be reasonable with respect to the promised favor or reward - Some creatures may want their payment in "livestock" rather than in coin, which could involve complications. Immediately upon completion of the service, the being is transported to your vicinity, and you must then and there turn over the promised reward. After this is done, the creature is instantly freed to return to its own plane. Failure to fulfill the promise to the letter results in your being subjected to service by the creature or by its liege and master, at the very least. At worst, the creature or its kin may attack you.

**Note:** When you use a calling spell such as gate to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it becomes a spell of that type.

### Create Magic

- Create a magical shell which looks real to *Perceive* spells.
- Create a magical shell which prevents *Perceive* spells from learning any details about the magic on the target.
- Create a magical shell which provides an additional layer of defense against *Destroy Magic* spells.

### **Initial DC 4:**

- Arcane Connection: Create an arcane connection to a location/ target.

### **Initial DC 8**

- Floating Disk: You create a slightly concave, circular plane of force that follows you about and carries loads for you. The disk is 1m in diameter and 2cm deep at its center. It can hold 20kg pounds of weight (+20kg/ +4DC). If used to transport a liquid, its capacity is 8L. The disk floats approximately 1m above the ground at all times and remains level. It floats along horizontally within spell range and will accompany you at a rate of no more than your normal speed each round. If not otherwise directed, it maintains a constant interval of 2m between itself and you. The disk winks out of existence when the spell duration expires. The disk also winks out if you move beyond range or try to take the disk more than 2m away from the surface beneath it. When the disk winks out, whatever it was supporting falls to the surface beneath it.

**Initial DC 12:**

- Heal: Heal a supernatural creature 2d6 points of damage (+1d6/+4DC)
- Damage: Create a magical bolt doing 2d6HP force damage (+1d6/ +4DC).

**Initial DC 16:**

- Aid Another: Spellcasters can aid other spellcasters to make their Form + Technique skill checks. If the check is successful, a +4 bonus is added to the other spellcaster's roll (+4 bonus/ +8DC).  
**NOTES:** This cannot have an extended duration, it provides one-time bonus. Additional spellcasters can only provide a +4 bonus each.
- Spiritual Weapon: A weapon made of pure force springs into existence and attacks opponents at a distance, as you direct it, dealing 1d8 force damage per hit (+1 damage/+4DC). The weapon takes the shape of a weapon favored by your deity or a weapon with some spiritual significance or symbolism to you and has the same threat range and critical multipliers as a real weapon of its form. It strikes the opponent you designate, starting with one attack in the round the spell is cast and continuing each round thereafter on your turn. It uses your base attack bonus (but never allowing it multiple attacks per round) plus your Intelligence modifier as its attack bonus. It strikes as a spell, not as a weapon, so, for example, it can damage creatures that have damage reduction. As a force effect, it can strike incorporeal creatures without the normal miss chance associated with incorporeality. The weapon always strikes from your direction. It does not get a flanking bonus or help a combatant get one. Your feats or combat actions do not affect the weapon. If the weapon goes beyond the spell range, if it goes out of your sight, or if you are not directing it, the weapon returns to you and hovers. Each round after the first, you can use a move action to redirect the weapon to a new target. If you do not, the weapon continues to attack the previous round's target. Even if the *spiritual weapon* is a ranged weapon, use the spell's range, not the weapon's normal range increment, and switching targets still is a move action. A *spiritual weapon* cannot be attacked or harmed by physical attacks, but can be dispelled. A *spiritual weapon's* AC against touch attacks is 12 (10 + size bonus for Tiny object). If an attacked creature has spell resistance, you make a caster level check (1d20 + caster level) against that spell resistance the first time the *spiritual weapon* strikes it. If the weapon is successfully resisted, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell. (Faith requisite)

**Initial DC 20:**

- Consecrate: This spell blesses an area with positive energy. Each Charisma check made to turn undead within this area gains a +3 sacred bonus. Every undead creature entering a *consecrated* area suffers minor disruption, giving it a –1 penalty on attack rolls, damage rolls, and saves. Undead cannot be created within or summoned into a *consecrated* area. If the *consecrated* area contains an altar, shrine, or other permanent fixture dedicated to your deity, pantheon, or aligned higher power, the modifiers given above are doubled (+6 sacred bonus on turning checks, –2 penalties for undead in the area). (Faith requisite)
- Desecrate: This spell imbues an area with negative energy. Each Charisma check made to turn undead within this area takes a –3 profane penalty, and every undead creature entering a *desecrated* area gains a +1 profane bonus on attack rolls, damage rolls, and saving throws. An undead creature created within or summoned into such an area gains +1 hit points per HD. If the *desecrated* area contains an altar, shrine, or other permanent fixture dedicated to your deity or aligned higher power, the modifiers given above are doubled (–6 profane penalty on turning checks, +2 profane bonus and +2 hit points per HD for undead in the area). Furthermore, anyone who animates dead within this area gains a +4 profane bonus to their spellcasting check. (Faith requisite)
- Wall of Energy: Create damaging magical energy in the shape of a wall 6m long (+6m/ +4DC) or a ring of energy with a radius of 2m (+2m/+4DC); either form is 6m high. One side of the wall, selected by you, sends forth waves, dealing 2d4 points of damage to creatures within 4m and 1d4 points of damage to those past 4m but within 6m. The wall deals this damage when it

appears and on your turn each round to all creatures in the area. In addition, the wall deals 2d6 points of damage (+2d6/ +4DC) to any creature passing through it. If you create the wall so that it appears where creatures are, each creature takes damage as if passing through the wall.

#### Initial DC 24

- Holy/ Unholy Word: A supernatural creature of opposed alignment/ faith to the spellcaster that hears the *holy/ unholy word* suffers the following ill effects. Affects a supernatural creature up to CR5 (+2CR/+4DC) (Faith Requisite).  
Effect: Equal to CR = Deafened for 1d4 rounds, CR -2 = Blinded & deafened for 2d4 rounds, CR -4 = Paralyzed, blinded & deafened for 1d10 minutes.

#### Initial DC 32:

- Wall of Force: Create barrier of magical energy in the shape of a wall of force 6m long (+6m/+4DC) or a ring of energy with a radius of 2m (+2m/+4DC); either form is 4m high (+4m/+4DC). The wall cannot move, it is immune to damage of all kinds, and it is unaffected by most spells. Breath weapons and spells cannot pass through the wall in either direction, although *teleport*, and similar effects can bypass the barrier. It blocks ethereal creatures as well as material ones (though ethereal creatures can usually get around the wall by floating under or over it through material floors and ceilings). Gaze attacks can operate through a *wall of force*. The wall must be continuous and unbroken when formed. If its surface is broken by any object or creature, the spell fails. See [Extended Explanations](#)

#### Initial DC 40:

- Force Cage: This powerful spell brings into being an immobile, invisible cubical prison composed of either bars of force or solid walls of force (your choice). Barred cage (4m cube) or windowless cell (2m cube). Creatures within the area are caught and contained unless they are too big to fit inside, in which case the spell automatically fails. Teleportation and other forms of astral travel provide a means of escape, but the force walls or bars extend into the Ethereal Plane, blocking ethereal travel.  
Barred Cage: This version of the spell produces a 4m cube made of bands of force (similar to a wall of force spell) for bars. The bands are a 1cm wide, with 1cm gaps between them. Any creature capable of passing through such a small space can escape; others are confined. You can't attack a creature in a barred cage with a weapon unless the weapon can fit between the gaps. Even against such weapons (including arrows and similar ranged attacks), a creature in the barred cage has cover. All spells and breath weapons can pass through the gaps in the bars.  
Windowless Cell: This version of the spell produces a 2m cube with no way in and no way out. Solid walls of force form its six sides.

#### Destroy Magic

- Reduce the size/ duration/ area/ range of a magical effect.
- Destroy a spell/ magical effect.

#### Initial DC 12:

- Damage: Damage a supernatural creature 2d6 points of damage (+1d6/+4DC)

#### Initial DC 16:

- Suppress Spellcaster: Spellcasters can suppress other spellcasters to make it harder for them to successfully cast spells: +4 penalty is added to the other spellcaster's DC (+4 penalty/+8DC). Additional spellcasters can only provide a +4 penalty each.  
NOTE: This cannot have an extended duration, it provides one-time bonus.

- Weaken a supernatural creature so that it is vulnerable to critical strikes and sneak attacks. Affects up to CR4 (+2CR/ +4DC).

#### **Initial DC 20:**

- Vampiric Drain: Drain a supernatural creature doing 2d6HP damage (+1d6/+4DC). You gain temporary hit points equal to the damage you deal. However, you can't gain more than the subject's current hit points +CON, which is enough to kill the subject. The temporary hit points disappear 1 hour later.
- Suppress spell resistance: Reduces a creature's spell resistance by 5 (+5/+4DC). Affects up to CR4 (+2CR/ +4DC).

#### **Initial DC 40:**

- Death: Kill a supernatural creature - up to CR10 (+2CR/ +4DC)

### *Perceive Magic*

#### **Initial DC 8:**

- Read Magic: you can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page per minute.

#### **Initial DC 12:**

Detect and understand magical -

- Spells
- Effects
- Items
- Creatures
- Portals and Gates
- Auras

You can use *Perceive Magic* to detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

*1st Round:* Presence or absence of magical auras.

*2nd Round:* Number of different magical auras and the power of the most potent aura.

*3rd Round:* The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (Arcana) skill checks to determine the type of magic involved in each. (Make one check per aura: Knowledge check DC = Spell DC) If the aura emanates from a magic item, you can attempt to identify its properties.

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

*Aura Strength:* An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, *detect magic* indicates the stronger of the two.

*Lingering Aura:* A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If *detect magic* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Duration of Lingering Aura = Faint 1d6 rounds, Moderate 1d6 minutes, Strong 1d6 × 10 minutes, Overwhelming 1d6 days

You can use *Perceive Magic* to analyse magical portals/ gates. The amount of information revealed depends on how long you study a particular area or subject. Each round you study a portal, you can discover one property of the portal, in this order: any key or command required to activate; any specific circumstances governing the portal's use; whether the portal is one way or two way; where the portal leads.

**Initial DC 24:**

- **Analyze dweomer** - You discern all spells and magical properties present in a number of creatures or objects. Each round, you may examine a single creature or object that you can see as a free action. In the case of a magic item, you learn its functions, how to activate its functions (if appropriate), and how many charges are left (if it uses charges). In the case of an object or creature with active spells cast upon it, you learn each spell, its effect, and its caster level. An attended object may attempt a Will save to resist this effect if its holder so desires. If the save succeeds, you learn nothing about the object except what you can discern by looking at it. An object that makes its save cannot be affected by any other analyze dweomer spells for 24 hours. Analyze dweomer does not function when used on an artifact.

## **MIND GUIDELINES**

This Form concerns minds, thoughts, and spirits. It comes as close as magic can to affecting souls. Through this Form magi manipulate memories, thoughts, and emotions. They can also affect the “bodies” of noncorporeal beings, such as ghosts, as these are maintained in the physical world directly by a spirit’s will.

Affects Creature Types

- None specifically

### **Change Mind**

#### **Initial DC 8:**

- Memory Edit (Minor): Make a minor change in a creature’s memory of an event in the last week (+1 week/ +4DC) e.g. the town guard remembers that the strange mage’s hair was black instead of blonde.
- Distraction: Distract a target’s focus – target has a -4 to perception checks (additional -4/ +4DC)
- Enhance/ Diminish: Improve or decrease a creature’s cognition e.g. +2 or -2 mental ability score – Intelligence, Wisdom, Charisma (+1 or -1/+4DC).  
NOTE: Only one mental ability score can be enhanced.  
NOTE: Increased Intelligence from this spell does not apply to spell checks.

#### **Initial DC 12:**

- Memory Edit (Major): Make a major change to a creature’s memory of an event in the last week (+1 week/ +4DC) e.g. the town guard remembers that the strange mage was a woman accompanied by four holy knights when in fact the mage was a man by himself.
- Amplify Morale: If the affected creature is benefiting from a morale bonus or penalty of any type, it doubles that morale bonus or penalty.  
NOTE: This cannot be stacked with the Create Mind spells that grant morale bonuses/ penalties.

#### **Initial DC 20:**

- Critical Hit: Enhance a creature’s ability to sense vital locations in an enemy granting a +1 to the critical hit multiplier when a critical hit is confirmed (+1/ +8DC)

#### **Initial DC 32:**

- Memory Edit (Superior): Completely rewrite a creature’s memories from birth. Effects a creature up to CR6 (+3CR/ +4DC)

#### **Initial DC 40**

- Possession: You can attempt to take control of a living creature, forcing your mind (and soul) into its body, and its mind into your body. You can affect a creature up to CR8 (+3CR/ +4DC).  
NOTE: You can move your mind back into your own body whenever you desire, which returns the subject’s mind to its own body and ends the power. You can call on rudimentary or instinctive knowledge of the subject creature, but not upon its acquired or learned knowledge (such as skills and feats it possesses). The same is true for the subject in your body. You gain the type of your assumed body. You gain the Strength, Dexterity, and Constitution scores of your assumed body. You gain the natural armor, natural attacks, movement, and other simple physical characteristics of your assumed body. You gain the extraordinary special attacks and qualities of your assumed body, but you do not gain supernatural or spell-like abilities. You gain the possessions and equipment of your assumed body. You retain your own hit points, saving throws (possibly modified by new ability scores), class abilities, supernatural and spell-like abilities, spells and powers, and skills and feats (although skill checks use your new ability scores, and you may be temporarily

unable to use feats whose requirements you do not meet in your new body). Supernatural abilities that require a certain body part may be unavailable in your new form.

### Control Mind

#### **Initial DC 12:**

- **Command (Minor):** Compels subject to follow a single stated simple course of action. The compulsion must be worded in such a manner as to make the activity sound reasonable. The spell does not enable you to control the person as if it is an automaton. An affected creature never obeys suicidal or obviously harmful orders. Any act by you or your apparent allies that attacks the person breaks the spell. Affects up to a maximum of CR3 worth of creatures (+2CR/+4DC). See [Extended Explanations](#) for spell limitations.
- **Lullaby:** Any creature within the area that fails a Will save becomes drowsy and inattentive, taking a –5 penalty on Perception checks and a –2 penalty on Will saves against sleep effects while the lullaby is in effect.
- **Lock Gaze:** You compel the target to look at you and only you. While staring at you, the target is considered to be averting its eyes from every creature but you, granting creatures other than you concealment against the target's attacks if they move out of its field of vision.
- **Ward against spirits:** An invisible, mobile field surrounds the target and prevents creatures from approaching within the area of effect (minimum 2m diameter) - affects up to CR3 creatures (+2CR/ +4DC). Any creature within or entering the field must attempt a Willpower save. If it fails, it becomes unable to move toward the target for the duration of the spell. See [Extended Explanations](#)

#### **Initial DC 16:**

- **Compel truth:** The target can't speak any deliberate and intentional lies. Affected creatures are aware of this enchantment. Therefore, they may avoid answering questions to which they would normally respond with a lie, or they may be evasive as long as they remain within the boundaries of the truth.
- **Ward against Mind spells:** An invisible, mobile field surrounds the target and prevents spells less than and equal to this Initial DC from affecting the warded target (+ effectiveness/ + DC). If the spells are damaging – the ward absorbs a maximum 10 points of damage (+20/+4DC).

#### **Initial DC 20:**

- **Sleep/ Wake:** Control a target's mental state (awake/ asleep) up to CR4 (+3CR/+4DC). Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the 'aid another' action).
- **Command (Major):** Compels subject to follow a single stated complex course of action. The compulsion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act allows the target a new saving throw against the spell. Any act by you or your apparent allies that attacks the person breaks the spell. Affects up to a maximum of CR4 worth of creatures (+3CR/+4DC). See [Extended Explanations](#) for spell limitations.

#### **Initial DC 24:**

- **Song of Discord:** This spell causes those within the area to turn on each other rather than attack their foes. Each affected creature has a 50% chance to attack the nearest target each round. (Roll to determine each creature's behavior every round at the beginning of its turn.) A creature that does not attack its nearest neighbor is free to act normally for that round. Creatures forced by a song of discord to attack their fellows employ all methods at their disposal, choosing their deadliest spells and most advantageous combat tactics. They do not, however, harm targets that have fallen unconscious. Affects up to a maximum of CR4 worth of creatures (+3CR/+4DC).

- Dominate: You can control the actions of any humanoid creature through a telepathic link that you establish with the subject's mind. If you and the subject have a common language, you can generally force the subject to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still." Once you have given a *dominated* creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a Sense Motive check against DC 15 (rather than DC 20) can determine that the subject's behavior is being influenced by an enchantment effect (see the Sense Motive skill description). Changing your instructions or giving a dominated creature a new command is the equivalent of redirecting a spell, so it is a move action. Subjects resist this control, and any subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. You need not see the subject to control it. If you don't spend at least 1 round concentrating on the spell each day, the subject receives a new saving throw to throw off the domination. Affects up to a maximum of CR4 worth of creatures (+3CR/+4DC). See [Extended Explanations](#) for spell limitations.

### Create Mind

#### **Initial DC 4:**

- Message: Place up to 25 words in another's mind (language dependent). (+25 words/ +4DC), (+25 word reply/ +4DC), (language irrelevant/ +8DC).

#### **Initial DC 8:**

- Restore Memory: Restore a lost memory – this must be something once known but forgotten.
- Emotion (Minor) Create an emotion in a mind - affects up to a total of CR3 (+2CR/+4DC) see [Extended Explanations](#) for spell limitations. Examples of emotions and effects:
  - Rage: resulting in a morale bonus +2 STR & CON, -2 AC.
  - Attraction/ Repulsion: resulting in the target changing one step in attitude towards a creature. (+1 step/ +4DC)

Attitude	Means	Possible Actions
Hostile	Will take risks to hurt you	Attack, interfere, berate, flee
Unfriendly	Wishes you ill	Mislead, gossip, avoid, watch suspiciously, insult
Indifferent	Doesn't much care	Socially expected interaction
Friendly	Wishes you well	Chat, advise, offer limited help, advocate
Helpful	Will take risks to help you	Protect, back up, heal, aid

Note: If the creature is currently being threatened or attacked by you or your allies, it receives a +4 bonus on its saving throw against most emotions. The spell does not enable you to control the person as if it is an automaton. An affected creature never obeys suicidal or obviously harmful orders. Any act by you or your apparent allies that attacks the person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.

#### **Initial DC 12:**

- Emotion (Major) Create an emotion in a mind - affects up to a total of CR3 (+2CR/+4DC) see [Extended Explanations](#) for spell limitations. Examples of emotions and effects:
  - Fear: target becomes shaken: -2 morale penalty on attack rolls, and skill checks (excluding Forms and Techniques). (-1 penalties / 8DC)
  - Courage: +2 morale bonuses on attack rolls and skill checks (excluding Forms and Techniques). (+1 bonuses / 8DC)
- Clarity: Grant a creature under the influence of mind-affecting spells a moment of clarity in which they can make a new saving throw against the spell's original DC.

- Create memory (Minor): Create a new minor memory in another's mind of an event in the last week e.g. the town guard remembers that he talked briefly to the spellcaster about the weather. (+1 week/ +4DC)

#### Initial DC 16:

- Emotion (Superior) Create an emotion in a mind - affects up to a total of CR3 (+2CR/+4DC) see [Extended Explanations](#) for spell limitations. Examples of emotions and effects:
  - Frenzy: The target gains +4 morale bonus to STR & CON, -4 AC and will attack the nearest creature.
  - Panic: Creatures who are panicked are shaken, and they run away from the source of their fear as quickly as they can. Other than running away from the source, their path is random. They flee from all other dangers that confront them rather than facing those dangers. Panicked characters cower if they are prevented from fleeing.

NOTE: See DC8 version of spell for limitations.

#### Initial DC 20

- Hypnosis: Affected creatures become fascinated by the caster. The creature stands or sits quietly, taking no actions other than to pay attention to the fascinating effect, for as long as the effect lasts. The creature is not helpless. It takes a -4 penalty on skill checks made as reactions, such as Perception checks. Any potential threat, such as a hostile creature approaching, allows the fascinated creature a new saving throw against the fascinating effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the fascinated creature, automatically breaks the effect. A fascinated creature's ally may shake it free of the spell as a standard action. Affects up to CR3 worth of creatures (+2CR/ +4DC).
- Mindlink: You forge a telepathic bond with your target. You and the target can communicate telepathically through the bond even if you do not share a common language. No special power or influence is established as a result of the bond.

#### Initial DC 24:

- Cure Psychosis: Heal a creature's mind of effects such as insanity
- Create Memory (Major) Create a new major memory in another's mind of an event in the last week (+1 week/ +4DC) e.g. the town guard remembers that he was violently ill and the spellcaster healed him.
- Gift Skill/ Feat: Grant one target the ability to use one 'trained only' Skill or Feat that you know. Skills – the target gains no ranks in the skill but can make untrained checks (Techniques and Forms cannot be transferred)  
Feats – the target must have the prerequisites or the feat has no effect e.g. granting the feat Quicken Spell is useless if the target has no ability to cast spells.
- Dream: This spell shapes a creature's dreams. Choose a creature known to you as the target of this spell. The target must be on the same plane of existence as you. Creatures that don't sleep, such as elves, can't be contacted by this spell. You, or a willing creature you touch, enters a trance state, acting as a messenger. While in the trance, the messenger is aware of his or her surroundings, but can't take actions or move. If the target is asleep, the messenger appears in the target's dreams and can converse with the target as long as it remains asleep, through the duration of the spell. The messenger can also shape the environment of the dream, creating landscapes, objects, and other images. The messenger can emerge from the trance at any time, ending the effect of the spell early. The target recalls the dream perfectly upon waking. If the target is awake when you cast the spell, the messenger knows it, and can either end the trance (and the spell) or wait for the target to fall asleep, at which point the messenger appears in the target's dreams. You can make the messenger appear monstrous and terrifying to the target. If you do, the messenger can deliver a message of no more than ten words and then the target must make a Wisdom saving throw. On a failed save, echoes of

the phantasmal monstrosity spawn a nightmare that lasts the duration of the target's sleep and prevents the target from gaining any benefit from that rest. In addition, when the target wakes up, it takes 3d6 psychic damage.

### Destroy Mind

#### **Initial DC X:**

- Destroy a *Mind* spell. The base DC is the DC of the targeted spell.

#### **Initial DC 8:**

- Erase Memory (Minor) Remove a minor detail from a creature's memory of an event in the last week (+1 week/ +4DC) e.g. the town guard can't remember how many people he saw running from the burning building.

#### **Initial DC 12:**

- Erase Memory (Major) Remove an important detail from a creature's memory of an event in the last week (+1 week/ +4DC) e.g. the town guard can't remember the burning building.
- Telepathy Block: Block a creature from communicating telepathically. Affects up to CR3(+2CR/+4DC).
- Mind Blast: Damage a creature's mind dealing 2d6 subdual damage (+1d6/ +4DC)

#### **Initial DC 16:**

- Forget Feat/ Skill: Cause a creature to forget a Skill or a Feat. Affects up to CR4 (+2CR/+4DC).

#### **Initial DC 20:**

- Erase Memory (Superior): Remove a major or lengthy memory from a creature's mind in the last month (+1 month/ +4DC). E.g. the town guard cannot remember the orc invasion that led to several districts of the town being destroyed.
- Stun: Stun a creature by stopping it from thinking - up to CR3 (+2CR/+4DC). A stunned creature drops everything held, can't take actions, takes a -2 penalty to AC, and loses his Dexterity bonus to AC (if any). A stunned creature is not helpless.
- Confusion: Damage a creature's thought processes so that it is confused - up to CR5 (+3CR/+4DC). A confused character's actions are determined by rolling d% at the beginning of his turn: 01-8, attack caster with melee or ranged weapons (or close with caster if attacking is not possible); 11-16, act normally; 21-40, do nothing but babble incoherently; 41-70, flee away from caster at top possible speed; 71-80, attack nearest creature. A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. A confused character does not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

#### **Initial DC 24**

- Paralyze: Paralyze a creature by stopping it from thinking - up to CR5 (+3CR/+4DC). A paralyzed creature cannot move, speak, or take any physical action. He is rooted to the spot, frozen and helpless. He may take purely mental actions, such as casting a spell with no components. A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

#### **Initial DC 28**

- Shut Down: Shut down a target's brain: The creature loses all cerebral function, vision, hearing, and other sensory abilities, and all voluntary motor activity. The subject becomes limp, helpless and unresponsive - up to CR6 (+2CR/+4DC).

**Initial DC 40:**

- Mind Erase: Leave a creature a mindless husk. Affects up to CR10 (+2CR/+4DC).

Perceive Mind**Initial DC 4:**

- Memorize: Memorize or perfect your memory about information you have encountered. It remains perfect for one day (+1day/+4DC)
- Grant Language Proficiency (Minor): Grant one creature the ability to understand another creature's language at basic proficiency.

**Initial DC 8:**

- Sense Emotion: Sense emotions in a creature.
- Sense State: Sense the state of consciousness of creatures e.g. asleep, awake, meditating, drugged, insane.
- Grant Language Proficiency (Major): Grant one creature the ability to communicate in the target's language at basic proficiency.

**Initial DC 12:**

- Discern Truth: Discern the truth of a statement.
- Read Thoughts: Read a creature's surface thoughts. The amount of information revealed depends on how long you study a particular area or subject and what they're thinking about at the time.
- Synergy: Connect two creatures who are working together to do so in synergy – if this is a skill check the 'Aid Other' bonus increases to +6, if this is a combat flanking situation the attack bonus is +4. (+1/ +8DC)
- Grant Language Proficiency (Superior): Grant one creature the ability to communicate in the target's language at fluent proficiency and communicate in the target's writing at fluent proficiency.

**Initial DC 16:**

- Read memories: Read the last week's memories from one creature. (+1 week/ +4DC). All the subject's memories and knowledge are accessible to you, from memories deep below the surface to those still easily called to mind. You can learn the answer to one question per round, to the best of the subject's knowledge. You pose the questions telepathically, and the answers to those questions are imparted directly to your mind. You and the subject do not need to speak the same language, though less intelligent creatures may yield up only appropriate visual images in answer to your questions.
- Dream Share: Share a creature's dreams.
- Sense weakness: gain +2 Insight bonus to attacks (+1 /+4DC)
- Sense incoming attacks: gain +2 Insight bonus to AC (+1AC/ +4DC)

**Initial DC 24:**

- Sense the future: The spell can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within one week. The advice can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. (+1 week/ +4DC)

**Initial DC X:**

- Detect if a target has been influenced by a *Mind* spell. The base DC is the DC of the targeted spell.

## NATURE GUIDELINES

Nature concerns animals and creatures of all kinds, from the fish of the sea to the birds of the air. Nature spells cannot affect people and humanoids.

This Form also concerns plants and trees. This includes plant matter of all types, including that which is no longer alive—like dead wood and linens.

### Affects Creature Types

- Aberration e.g. Naga, Rust Monster
- Animal e.g. Bear, Wolf
- Ooze e.g. Gelatinous Cube, Black Pudding
- Plant e.g. Assassin Vine, Phantom Fungus
- Vermin e.g. Spiders, Worms
- Undead (Animals)

### Damage types

- Poison

### Change Nature

#### Initial DC 4:

- Change natural products: Make a change to something made of animal/ plant products that preserves the substance (up to 1m<sup>3</sup>). E.g. turn a leather jerkin into a leather saddle, turn a linen sheet into a shirt. (+1m<sup>3</sup>/ +4DC)
- Change animal or plant (Minor): Make a superficial change to a Medium size beast or plant e.g. hair colour, flower colour (+1 size/ +4DC)

#### Initial DC 8:

- Enhance/ Diminish an animal or plant
  - +2 or -2 enhancement bonus physical Ability score such as STR, DEX or CON (+1 or -1 /+4DC)
  - increase/ decrease speed by 4m (+ or -4m/ +4 DC)
- Harden a creature's hands to wood-like resilience, their unarmed attacks do 1d6 damage (Medium size creature) and are considered armed. (Requisite based on creature type)
- Harden/ Soften: Increase or decrease the hardness of an object made primarily of animal or plant materials by up to 4 from its original hardness (+2/ +4DC)
- Disguise: Utterly change the target's appearance (though they must still remain animal/ plantlike in form) granting a +4 enhancement bonus to disguise checks (+4/+4DC).
- Chameleon effect – grant a target the ability to change colours to match their background granting a +4 enhancement bonus on Stealth checks (+4/+4DC)
- Physical Boost: Change a target so that it gains a +4 enhancement bonus to a physical skill e.g. climb, jump, swim. (+4/ +4DC)
- Sensory Enhancement: Grant a plant or animal a new extraordinary sensory ability effective to a 30m range (+30m/ +4DC): echolocation, darkvision, scent, tremorsense (+1 additional sense/ +8DC)
- Pack Mule: The target's carrying capacity triples. This does not affect the creature's actual Strength in any way, merely the amount of material it can carry while benefiting from this spell. It also has no effect on encumbrance due to armor. If the creature wears armor it still takes the normal penalties for doing so regardless of how much weight the spell allows it to carry.

#### Initial DC 12:

- Enlarge/ Reduce: Change a plant or animal's size by a size category (+ or - Size/ +8DC). Enlarge: height x2, weight x 8. Target gains: +2 size bonus to Strength, -2 size penalty to Dexterity (to a minimum of 1), +4 size bonus to grapple, and a -1 penalty on attack rolls and AC due to its increased size. A creature whose size increases to Large has a space of 4m and a natural reach of 4m.

Reduce: height /2, weight /8. Target gains: +2 size bonus to Dexterity, -2 size penalty to Strength (to a minimum of 1), -4 size penalty to grapple, and a +1 bonus on attack rolls and AC due to its reduced size.

- Enhance Weapon: Improve a weapon primarily made of animal/ plant material to Masterwork quality, granting a +1 enhancement bonus to attack.
- Enhance Armour: Improve armour primarily made of animal/ plant material to Masterwork quality, granting a +1 enhancement bonus to damage reduction and a -1 reduction to armour check penalties.
- Reshape Surface: Reshape the surface (2cm deep) of a natural material.

#### **Initial DC 16:**

- Polymorph (Minor): Change an animal/ plant into a different animal/ plant within the same size category and general type e.g. a rabbit into a cat, a hawk into a falcon, a dolphin into a shark, a rosebush into a blueberry bush (+1 or -1 Size/+4DC). The new form cannot be of a higher CR than the original creature.
- Change natural products (Major): Change up to 1m<sup>3</sup> of animal/ plant products into mundane metal or stone (Earth requisite) e.g. hemp rope to iron rope. (+1m<sup>3</sup>/ +4DC)
- Spikes: Change vegetation to spikes in a 6m diameter area. Any ground-covering vegetation in the spell's area becomes very hard and sharply pointed without changing its appearance. In areas of bare earth, roots and rootlets act in the same way. Typically, the spell can be cast in any outdoor setting except open water, ice, heavy snow, sandy desert, or bare stone. Any creature moving on foot into or through the spell's area takes 1d4 points of piercing damage for every 2m of movement through the spiked area. Any creature that takes damage from this spell must also succeed on a Reflex save or suffer injuries to its feet and legs that slow its land speed by one-half. Chopping away at the spikes creates a safe passage 10m deep for every 1 minute of work.
- Keen Weapons: Improve the threat range of a slashing weapon primarily made of animal/ plant material granting a +2 enhancement bonus to threat range. (+1/ +8DC)
- Split Arrow: Change an arrow so that, on firing from a bow, it will split into two identical arrows each requiring a separate successful attack to strike the target (+1 arrow/ +8DC). Arrows enchanted in this way cannot be used for sneak attacks.
- Change Animal/ Plant (Major): Change a plant or animal in a highly unnatural way e.g.
  - claws doing 1d6 damage (+1d6/+4DC), fangs doing 1d4 damage (+1d4/+4DC)
  - armored skin = enhancement bonus 2DR (+1/+4DC), spiked skin doing 1d3 damage (+1d3/ +4DC).

#### **Initial DC 20:**

- Pass through Nature: Grant a target the ability to pass through animal or plant materials. If the spell's duration expires or the effect is dispelled before the target voluntarily exits, it is violently expelled and takes 4d6 points of damage.
- Change plant/ animal (Superior): Radically change a plant or animal in an unnatural way e.g.
  - Wings - Fly at Speed 12m (+4m Speed/ +4DC) with Maneuverability Class Poor (+1 Maneuverability Class/ +4DC).
  - Extra set of limbs - Note: This use of the spell does not automatically grant additional attacks
- Reshape wood: You can form an existing piece of wood into any shape that suits your purpose. While it's possible to make crude coffer, doors, and so forth with this spell, fine detail isn't possible

#### **Initial DC 24:**

- Polymorph (Major). Change an animal/ plant into a different animal/ plant. The new form cannot be of a higher CR than the original creature. See [Extended Explanations](#)

- Change an animal or plant of up to Medium size into a human, though it retains its animal mentality (Body requisite). See [Extended Explanations](#)

#### **Initial DC 28:**

- Awaken an animal or plant's consciousness resembling that of a human. The awakened animal or tree is friendly toward you. You have no special empathy or connection with a creature you awaken, although it serves you in specific tasks or endeavors if you communicate your desires to it. An awakened tree has characteristics as if it were an animated object, except that it gains the plant type and its Intelligence, Wisdom, and Charisma scores are each 3d6. An awakened plant gains the ability to move its limbs, roots, vines, creepers, and so forth, and it has senses similar to a human's. An awakened animal gets 3d6 Intelligence, +1d3 Charisma, and +2 HD. Its type becomes magical beast (augmented animal). An awakened animal can't serve as an animal companion, familiar, or special mount. An awakened tree or animal can speak one language that you know, plus one additional language that you know per point of Intelligence bonus (if any).

#### **Initial DC 32:**

- Supernatural Power: Give a plant or animal a supernatural ability e.g.
  - Breath weapon dealing 2d6 damage in a cone to 3m re-usable every 1d4+1 rounds (Requisites).
  - Fast healing 2HP per round. (Note: this is not regeneration)
- Change into Object: Turn an animal into an object (Earth requisite).
- Fusion: Two willing, corporeal, living animals of the same or smaller size fuse into one being. See [Extended Explanations](#)

#### **Initial DC 40:**

- Fission: You can divide an animal, creating a duplicate that comes into existence 2m away. See [Extended Explanations](#)

#### Control Nature

##### **Initial DC 8:**

- Make a target lose partial control of a limb - up to CR3 (+2CR/ 4DC). Leg = speed reduced by half, arm = -2 to attack rolls.
- Deflect attacks: Deflect attacks by the natural weapons of an animal (claws, fangs), or weapons primarily made of plant matter granting a +2 Deflection bonus to AC. (+1 AC/ +4DC)
- Entangle: Cause a plant to entangle a Medium size target. Being entangled impedes movement, but does not entirely prevent it unless the bonds are anchored to an immobile object or tethered by an opposing force. An entangled creature moves at half speed, cannot run or charge, and takes a -2 penalty on all attack rolls and a -4 penalty to Dexterity.

##### **Initial DC 12:**

- Animate: Imbue in animal or plant material with mobility and a semblance of life. These animated objects then immediately act in whatever fashion you direct. You can change the set actions as a move action, as if directing an active spell. This spell cannot animate objects carried or worn by a creature. Affects one object - up to Small size. (+1size/+4DC) See [Extended Explanations](#)
- Ward against animals/ plants: An invisible, mobile field surrounds the target and prevents creatures from approaching within the area of effect (minimum 2m diameter) - affects up to CR3 creatures (+2CR/ +4DC). Any creature within or entering the field must attempt a Willpower save. If it fails, it becomes unable to move toward the target for the duration of the spell. See [Extended Explanations](#)
- Summon up to CR 2 worth of animals/ plant creatures (+1CR/ +4DC). See [Extended Explanations](#)

- Control up to a maximum of CR 3 of animals/ plants (+2CR/ +4DC). See [Extended Explanations](#)

#### Initial DC 16:

- Control the gross physical actions of up to CR3 of animals/ plants (+2CR/ 4DC). An affected creature never obeys suicidal or obviously harmful orders. Any act by you or your apparent allies that attacks the creature breaks the spell. If you force the target to engage in combat, its attack is your base attack bonus, does only base weapon damage and loses all dexterity bonuses to AC. See [Extended Explanations](#)
- Ward against Nature spells - An invisible, mobile field surrounds the target and prevents spells less than and equal to this Initial DC from affecting the warded target (+ effectiveness/ + DC). If the spells are damaging – the ward absorbs a maximum 10 points of damage (+20/+4DC).
- Suppress/ Force Lycanthropic change: Suppress a lycanthrope's ability to shapechange/ Force a lycanthrope to shapechange. Affects up to CR 5 (+2 CR/ +4DC)
- Animate Rope: You can animate a nonliving ropelike object of up to 30m. The maximum length assumes a rope with a 1-inch diameter. Reduce the maximum length by 50% for every additional inch of thickness, and increase it by 50% for each reduction of the rope's diameter by half. The possible commands are "coil" (form a neat, coiled stack), "coil and knot," "loop," "loop and knot," "tie and knot," and the opposites of all of the above ("uncoil," and so forth). You can give one command each round as a move action, as if directing an active spell. The rope can enwrap only a creature or an object within 1 foot of it—it does not snake outward—so it must be thrown near the intended target. Doing so requires a successful ranged touch attack roll (range increment 4m). A typical 1- inch-diameter hempen rope has 2 hit points, AC 10, and requires a DC 23 Strength check to burst it. The rope does not deal damage, but it can be used as a trip line or to cause a single opponent that fails a Reflex saving throw to become entangled. A creature capable of spellcasting that is bound by this spell must Still Cast to cast a spell. An entangled creature can slip free with a DC 20 Escape Artist check. The rope itself and any knots tied in it are not magical. This spell grants a +2 bonus on any Use Rope checks you make when using the transmuted rope. The spell cannot animate objects carried or worn by a creature.

#### Initial DC 20:

- Teleport one target: The target must move from one tree to another tree – both trees must be at least of equal size to the creature. (+degree of familiarity with location/ +DC) This spell instantly transports the target to a designated destination however, interplanar travel is not possible. The target can bring along objects if their weight doesn't exceed their maximum load. You may also teleport additional creatures (carrying gear or objects up to its maximum load) by increasing the area of effect (+DC). If targeting yourself, you need not make a saving throw, nor is spell resistance applicable to you. Only objects held or in use (attended) by another person receive saving throws and spell resistance. You must have some clear idea of the location and layout of the destination. Areas of strong physical or magical energy may make teleportation more hazardous or even impossible. See [Extended Explanations](#).
- Teleport an animal/ plant. (+degree of familiarity with location/ +DC) This spell instantly transports the target to a designated destination however, interplanar travel is not possible. The target can bring along objects if their weight doesn't exceed their maximum load. You may also teleport additional creatures (carrying gear or objects up to its maximum load) by increasing the area of effect (+DC). If targeting yourself, you need not make a saving throw, nor is spell resistance applicable to you. Only objects held or in use (attended) by another person receive saving throws and spell resistance. You must have some clear idea of the location and layout of the destination. Areas of strong physical or magical energy may make teleportation more hazardous or even impossible. See [Extended Explanations](#).

**Initial DC 24:**

- **Paralyze:** Paralyze an animal/ plant: A paralyzed creature is frozen in place and unable to move or act, it is subject to a coup de grace attack. A paralyzed creature has effective Dexterity and Strength scores of 0 and is helpless, but can take purely mental actions. A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A paralyzed swimmer can't swim and may drown - up to CR5 (+2CR/ 4DC).

**Initial DC 28:**

- **Repel Wood -** Waves of energy roll forth from you, moving in the direction that you determine, causing all wooden objects in the path of the spell to be pushed away from you to the limit of the range. Wooden objects larger than 10cm in diameter that are fixed firmly are not affected, but loose objects are. Objects 10cm in diameter or smaller that are fixed in place splinter and break, and the pieces move with the wave of energy. Objects affected by the spell are repelled at the rate of 20m per round. Objects such as wooden shields, spears, wooden weapon shafts and hafts, and arrows and bolts are pushed back, dragging those carrying them along. (A creature being dragged by an item it is carrying can let go. A creature being dragged by a shield can loose it as a move action and drop it as a free action.) If a spear is planted (set) to prevent this forced movement, it splinters. Even magic items with wooden sections are repelled. The waves of energy continue to sweep down the set path for the spell's duration.

Create Nature**Initial DC 4:**

- Purify up to 1m<sup>3</sup> of plant or animal products (+1m<sup>3</sup> / +4DC)
- Create the corpse of a Medium sized animal (+1 Size/ +4DC).

**Initial DC 8:**

- Create up to 1m<sup>3</sup> of mundane animal or plant products (+1m<sup>3</sup> / +4DC). E.g. a hide of leather, apples
- **Grease -** A grease spell covers a solid surface with a layer of slippery grease. Any creature in the area when the spell is cast must make a successful Reflex save or fall. This save is repeated on your turn each round that the creature remains within the area. A creature can walk within or through the area of grease at half normal speed with a DC 10 Balance check. Failure means it can't move that round (and must then make a Reflex save or fall), while failure by 5 or more means it falls (see the Balance skill for details). The spell can also be used to create a greasy coating on an item. Material objects not in use are always affected by this spell, while an object wielded or employed by a creature receives a Reflex saving throw to avoid the effect. If the initial saving throw fails, the creature immediately drops the item. A saving throw must be made in each round that the creature attempts to pick up or use the greased item. A creature wearing greased armor or clothing gains a +10 circumstance bonus on Escape Artist checks and on grapple checks made to resist or escape a grapple or to escape a pin.
- Suppress Fatigue in an animal

**Initial DC 12:**

- Create a living animal / plant – up to CR1 (+2CR/ +4DC).
- Suppress the progress of a disease or poison in an animal or plant.
- Heal an animal or plant 2d6HP (+1d6/ +4DC)
- Restore up to 1m<sup>3</sup> of animal or plant materials that have rotten/ aged/ are broken (+1m<sup>3</sup> / +4DC).
- Create a swarm of insects/ vermin up to CR2 (+1CR/ +4DC). See [Extended Explanations](#)
- Suppress Exhaustion in an animal
- **Entangle -** Create a web or vines around a target. A creature up to Medium size caught in the spell becomes entangled (+ 1 Size/ +4DC). If the area is increased, the spell must be anchored

to two or more solid and diametrically opposed points or else the spell collapses upon itself and disappears. Anyone in the effect must make a Reflex save. If this save succeeds, the creature is entangled, but not prevented from moving, though moving is more difficult than normal for being entangled. If the save fails, the creature is entangled and can't move from its space, but can break loose by spending 1 round and making a DC 14 Strength check or a DC 16 Escape Artist check. Once loose (either by making the initial Reflex save or a later Strength check or Escape Artist check), a creature remains entangled, but may move through the effect very slowly. Each round devoted to moving allows the creature to make a new Strength check or Escape Artist check. The creature moves 2m for each point by which the check result exceeds 8. If you have at least 2m of web/ vines between you and an opponent, it provides partial cover (+4AC). If you have at least 6m of web/ vines between you, it provides total cover. The strands of a web/ vines are flammable. Any fire can set the webs/ vines alight and burn away 2 square meters in 1 round. All creatures within flaming webs/ vines take 2d4 points of fire damage from the flames.

#### **Initial DC 16:**

- Create 1m<sup>3</sup> of objects (+1m<sup>3</sup> / +4DC) fashioned from mundane animal or plant products e.g. leather armour, timber doors.
- Heal an animal or plant 1d4 ability damage (+1d4/ 4DC)
- Create a wall of wood up to 6m long, 2m high and 2.5cm thick (+4m long or 2m high or 2.5cm thick/+4DC) or a ring of wood with a radius of up to 2m (+2m /+4DC) and 2.5cm thick (+2.5cm/+4DC). Each 2m section of the wall has 12 hit points per 2.5cm of thickness and hardness 4. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 18 (base DC16 + 2 per 2.5cm of thickness). Fire burns it away in 5 minutes. It is possible, but difficult, to trap mobile opponents within or under a wall of wood, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex saves. See [Extended Explanations](#)

#### **Initial DC 20:**

- Create a cocoon around a target of Medium size. The cocoon has a hardness of 6 and 10HP. The cocoon prevents the trapped creature from moving, casting spells with a somatic component and using weapons larger than Small size. A creature in a cocoon is not considered 'helpless'. Any fire can set the cocoon alight and destroys it in 1 round. Any creature within flaming cocoon takes 2d4 points of fire damage from the flames.
- Cure a disease in an animal or plant.
- Restore a lost sense/ limb.
- Remove Nausea in an animal

#### **Initial DC 24:**

- Create a wall of thorns 4m long, 4m wide and 2m high (+4m long or 4m wide or 2m high/ +4DC). Any creature forced into or attempting to move through a wall of thorns takes 2d6HP damage (+1d6/+4DC) slashing damage per round of movement. Creatures can force their way slowly through the wall by making a Strength check as a full-round action. For every 1 point by which the check exceeds DC15, a creature moves 2m (up to a maximum distance equal to its normal land speed). Any creature within the area of the spell when it is cast takes damage as if it had moved into the wall and is caught inside. In order to escape, it must attempt to push its way free, or it can wait until the spell ends. A wall of thorns can be breached by slow work with edged weapons. Chopping away at the wall creates a safe passage 10m deep for every 1 minute of work. Fire burns the wall away in 1 minute.
- Create 1m<sup>3</sup> of objects (+1m<sup>3</sup>/ +4DC) fashioned from extraordinary animal or plant products e.g. dragon leather armour.
- Create a magical/ supernatural animal or plant – up to CR4 (+3CR/ +4DC).

**Initial DC 40:**

- Resurrect an animal or plant.

**Destroy Nature****Initial DC 4:**

- Do superficial damage to a Medium size beast or plant e.g. remove its hair, cause leaves to wilt
- Destroy up to 1m<sup>3</sup> of animal or plant products (+1m<sup>3</sup>/ +4DC).

**Initial DC 8:**

- Cause an animal or plant pain, but do no real damage. This results in a -2 penalty to attack and skill checks. Affects up to CR 3 (+2 CR/ +4DC)

**Initial DC 12:**

- Do 2d6HP damage (+1d6/ +4DC) to an animal or plant.
- Destroy a Medium size animal corpse/ dead plant.
- Cause Fatigue. A fatigued creature can neither run nor charge and takes a -2 penalty to Strength and Dexterity. Affects up to CR 3 (+2 CR/ +4DC)

**Initial DC 16:**

- Inflict a minor disease doing 1d2 ability damage (+1d2 ability damage/ +4DC).
- Cause Exhaustion. An exhausted Animal moves at half speed and takes a -6 penalty to Strength and Dexterity. Affects up to CR 4 (+2 CR/ +4DC)
- Weaken a plant creature so that it is vulnerable to critical strikes and sneak attacks. Effects up to CR4 (+2CR/ +4DC)
- Sicken: A sickened target takes a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

**Initial DC 20:**

- Cause Nausea: Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a creature can take is a single move action per turn. Affects up to CR5 (+2CR/ +4DC)
- Cause Blindness: -2 penalty to Armor Class, loses Dexterity bonus to AC (if any), moves at half speed, and takes a -4 penalty on Search checks and on most Strength- and Dexterity-based skill checks. All checks and activities that rely on vision (such as reading and visual perception checks) automatically fail. All opponents are considered to have total concealment (50% miss chance) to the blinded character. Affects up to CR4 (+2CR/ +4DC)
- Cripple a creature's limb. If this is a leg: moves at half speed, cannot run or charge and takes a -6 penalty to Strength and Dexterity. If this is an arm: cannot use that arm and takes a -6 penalty to Strength and Dexterity. Affects up to CR5 (+2CR/ +4DC)
- Drain the life of an animal or plant doing 2d6HP damage (+1d6/+4DC). You gain temporary hit points equal to the damage you deal. However, you can't gain more than the subject's current hit points +CON, which is enough to kill the subject. The temporary hit points disappear 1 hour later.

**Initial DC 40:**

- Kill an animal/ sentient plant creature - up to CR10 (+2CR/ +4DC)

**Perceive Nature****Initial DC 4:**

- Sense the state of consciousness of a beast.

- Learn general information, or a single specific fact about an animal/ plant, or an item made from animal/ plant products.
- Get general information about an animal or plant's body.

**Initial DC 8:**

- Sense the dominant emotion of a beast.
- Learn all mundane properties of an animal/ plant or an item made from animal/ plant products.
- Gain a +4 to Wilderness Lore skill checks when tracking in predominantly natural environments (+4/+4DC)

**Initial DC 12:**

- Learn the origin, age, and history of something made of animal products.
- Teach an animal a new trick.
- Detect beasts and plants.
- Grant a target the insight to move through dense vegetation as though it was clear terrain.
- Animal Messenger: You compel a Tiny animal to go to a spot you designate. The most common use for this spell is to get an animal to carry a message to your allies. The animal cannot be one tamed or trained by someone else, including such creatures as familiars and animal companions. Using some type of food desirable to the animal as a lure, you call the animal to you. It advances and awaits your bidding. You can mentally impress on the animal a certain place well known to you or an obvious landmark. The directions must be simple, because the animal depends on your knowledge and can't find a destination on its own. You can attach some small item or note to the messenger. The animal then goes to the designated location and waits there until the duration of the spell expires, whereupon it resumes its normal activities. During this period of waiting, the messenger allows others to approach it and remove any scroll or token it carries. The intended recipient gains no special ability to communicate with the animal or read any attached message (if it's written in a language he or she doesn't know, for example).

**Initial DC 16:**

- Speak with an animal/ plant. See [Extended Explanations](#)
- Read an animal's surface thoughts.
- Grant a target the insight to move through dense vegetation as though it was clear terrain without leaving tracks.
- Detect lycanthropes
- Bloodhound - Grants the target the ability to retry one Wilderness Lore check when tracking.

**Initial DC 20:**

- Read the memories of a beast up to one week prior (+1 week/ +4DC).
- Speak with plant/ animal materials. See [Extended Explanations](#)
- Detect traps constructed of natural materials

## **WATER GUIDELINES**

Water concerns all manner of liquids. Through this Art, one gains access to the might of a roaring flood and the gentleness of a clear pool.

Affects Creature Types & Subtypes

- Aquatic e.g. Aboleth, Tojanida
- Elementals (Water)
- Ooze e.g. Gelatinous Cube, Black Pudding

Damage types

- Acid, Cold, Poison

### Change Water

#### **Initial DC 8:**

- Change water (Minor): Change a mundane liquid into a corresponding solid or gas - up to 1m<sup>3</sup> e.g. water to ice or steam (+1m<sup>3</sup>/ +4DC). A mundane liquid is one which naturally occurs and is normal e.g. water. Mundane items are always non magical.
- Transform water (Minor): Transform mundane liquid qualities: You can transform the qualities of a cubic meter of an existing mundane liquid (+1m<sup>3</sup>/ +4DC) e.g. you can transform the colour of red wine from red to white or transform the taste of saltwater to sweet. A mundane liquid is one which naturally occurs and is normal. Mundane items are always non magical. This spell generally affects the liquid in way that affects the senses of other creatures (animals and sentient beings) and is inherently non-damaging. At best, this spell will grant an appropriate positive or negative circumstance bonus change (ie/ + or - 2). If you find yourself attempting to damage or affect another creature (beyond altering their sensory perception) then this is considered an attack beyond the capability of this spell. *EXAMPLES: change the water in a fountain to a vibrant yellow colour or change beer to taste of strawberries.*

#### **Initial DC 12:**

- Swim: Increase the base swimming speed of a creature by 6m (+4m/ +4DC)
- Holy/ Unholy Water: Change water into Holy or Unholy Water (Faith Requisite) - up to 1m<sup>3</sup> (+1m<sup>3</sup>/ +4DC)
- Transform mundane liquid (Minor): You can change up to a cubic meter of an existing mundane liquid into a mundane liquid of an equivalent amount (+1m<sup>3</sup>/ +4DC) e.g. change water into wine. A mundane liquid is one which naturally occurs and is normal. Mundane items are always non magical. Mundane liquids are affected by other mundane effects (such as currents). Using this spell, you can change the water that a creature is attempting to breathe but this constitutes an attack and the creature may make a Fortitude Save (in the case of resisting the physical effects of the spell). If this spell attempts to cause damage (i.e. causing water to turn to acid), this spell is not valid.

#### **Initial DC 16:**

- Change blood: Change the liquid in a body into a very unnatural liquid (Form requisite) e.g. blood/ sap into acid doing 2d6 damage (+1d6/ +4DC).

#### **Initial DC 20:**

- Reshape ice: You can form an existing piece of ice into any shape that suits your purpose. While it's possible to make crude coffers, doors, and so forth with this spell, fine detail isn't possible
- Frost Weapon: The target weapon is granted the following special ability: Frost. If two spells of this type are cast that have similar types effects such as increased damage e.g. Frost and Shock, only the most powerful spell is active. If two spells of this type are cast that have different types of effects e.g. Frost and Returning, both spells are active.

- **Frost:** A frost weapon is sheathed in icy cold. The cold does not harm the wielder. The effect remains until another command is given. A frost weapon deals an extra 1d6 points of cold damage on a successful hit. Bows, crossbows, and slings so crafted bestow the cold energy upon their ammunition.

#### **Initial DC 24:**

- Amorphous form (Requisites): the target becomes ooze-like, gains a swim speed equal to its normal movement speed, cannot cast spells with verbal/ somatic components, becomes immune to critical hits and sneak attacks. While amorphous the target can pass through tiny holes with ease.

#### Control Water

##### **Initial DC 4:**

- Control Water (Minor): Control up to 6m<sup>3</sup> of liquid in a natural fashion e.g. control direction, speed of flow by 2km/hour (6m<sup>3</sup>/ +4DC) (+2km/+4DC)

##### **Initial DC 8:**

- Control Water (Major) Control up to 6m<sup>3</sup> of liquid in a slightly unnatural fashion e.g. make it flow uphill, stand in the rain without getting wet. (6m<sup>3</sup>/ +4DC)

##### **Initial DC 12:**

- Control Water (Superior): Control up to 3m<sup>3</sup> of liquid in a highly unnatural fashion e.g. make it flow straight up in the air, take on a humanoid form. (3m<sup>3</sup>/ +4DC)
- Ward against Elementals: An invisible, mobile field surrounds the target and prevents creatures from approaching within the area of effect (minimum 2m diameter) - affects up to CR3 creatures (+2CR/ +4DC). Any creature within or entering the field must attempt a Willpower save. If it fails, it becomes unable to move toward the target for the duration of the spell. See [Extended Explanations](#)
- Increase Swim Speed: Use water currents to swim at base speed 8m (+6m Speed/ +4DC) with Maneuverability Class Poor (+1 Maneuverability Class/ +4DC). Affects a target up to Medium size (+1 Size/ +4DC)
- Summon/ Banish: Summon/ Banish up to CR2 of Water Elementals (+1CR/ +4DC). (See [Extended Explanations](#))
- Slow: Bind a target with water so that it is slowed. A slowed creature moves at half speed, cannot run or charge, and takes a –2 penalty on all attack rolls and a –4 penalty to Dexterity. Affects a target up to Medium size (+1 Size/ +4DC)
- Control Water Elementals: Control up to a maximum of CR 3 of Water Elementals (+2CR/ +4DC). See [Extended Explanations](#)
- Animate Ice: Imbue inanimate ice with mobility and a semblance of animation. These Animated objects then immediately act in whatever fashion you direct. You can change the set actions as a move action, as if directing an active spell. This spell cannot Animate objects carried or worn by a creature. Affects an amount of material up to Small size. (+1size/+8DC). See Monstrous Manual for Animated Object Stats. See [Extended Explanations](#) for limitations.

##### **Initial DC 16:**

- Ward against Water spells - An invisible, mobile field surrounds the target and prevents spells less than and equal to this Initial DC from affecting the warded target (+ effectiveness/ + DC). If the spells are damaging – the ward absorbs a maximum 10 points of damage (+20/+4DC).
- Immobilize: Bind a target with water: The target can act normally but cannot move, spellcasters are considered to be in Vigorous Motion. Affects a target up to Medium size (+1 Size/ +4DC)
- Water Walk: The transmuted creatures can tread on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the subjects' feet hover an inch or two above the surface. (Creatures crossing molten lava still take

damage from the heat because they are near it.) The subjects can walk, run, charge, or otherwise move across the surface as if it were normal ground. If the spell is cast underwater (or while the subjects are partially or wholly submerged in whatever liquid they are in), the subjects are borne toward the surface at 20m per round until they can stand on it.

#### Initial DC 20:

- **Enchant Armour:** Grant target armour one of following special abilities: Acid Resistance, Cold Resistance. If two spells of this type are cast that have similar types effects such as increased damage resistance e.g. Fire Resistance and Acid Resistance, only the most powerful spell is active. If two spells of this type are cast that have different types of effects e.g. Fire Resistance and Bashing, both spells are active.
  - **Acid Resistance:** A suit of armor or a shield with this property normally has a dull gray appearance. The armor absorbs the first 10 points of acid damage per attack that the wearer would normally take. Can absorb a total of 30 points of damage.
  - **Cold Resistance:** The armor absorbs the first 10 points of cold damage per attack that the wearer would normally take. Can absorb a total of 30 points of damage.
- **Teleport a target:** the target must move from one body of water to another body of water – both must be at least of equal size to the creature. (+degree of familiarity with location/ +DC) This spell instantly transports the target to a designated destination however, interplanar travel is not possible. The target can bring along objects if their weight doesn't exceed their maximum load. You may also teleport additional creatures (carrying gear or objects up to its maximum load) by increasing the area of effect (+DC). If targeting yourself, you need not make a saving throw, nor is spell resistance applicable to you. Only objects held or in use (attended) by another person receive saving throws and spell resistance. You must have some clear idea of the location and layout of the destination. Areas of strong physical or magical energy may make teleportation more hazardous or even impossible. See [Extended Explanations](#), [Extended Explanations](#)

#### Initial DC 24:

- **Raise/ Lower Water:** Depending on the version you choose, this spell raises or lowers water. Lower Water: This causes water or similar liquid to reduce its depth to a minimum depth of 2cm. The water is lowered within a squarish depression. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a paralyzing spell (Will negates). The spell has no effect on other creatures. Raise Water: This causes water or similar liquid to rise in height, just as the lower water version causes it to lower. Boats raised in this way slide down the sides of the hump that the spell creates. If the area affected by the spell includes riverbanks, a beach, or other land nearby, the water can spill over onto dry land.

#### Initial DC 32:

- **Whirlpool:** Force water from a body at least Huge in size (surface 3m<sup>2</sup>) to form powerful whirlpool (3m<sup>2</sup> at the top and 10m deep) that moves through the water at a speed of 20m per round. You can concentrate on controlling the whirlpool's every movement or specify a simple program. Directing the whirlpool's movement or changing its programmed movement is a standard action for you. The whirlpool always moves during your turn. If the whirlpool exceeds the spell's range, it moves in a random, uncontrolled fashion for 1d3 rounds and then dissipates. (You can't regain control of the whirlpool, even if comes back within range.) Any Large or smaller creature that comes in contact with the spell effect must succeed on a Reflex save or take 3d6 points of damage. A Medium or smaller creature that fails its first save must succeed on a second one or be picked up bodily by the whirlpool and held suspended in its powerful currents, taking 1d6 points of damage each round on your turn with no save allowed.

You may direct the whirlpool to eject any carried creatures whenever you wish, depositing the hapless souls wherever the whirlpool happens to be when they are released.

### Create Water

#### **Initial DC 8:**

- Create Water: Create up to 1m<sup>3</sup> of water (or another mundane liquid) (+1m<sup>3</sup>/ +4DC). A mundane liquid is one which naturally occurs and is normal. Mundane items are always non magical. Any liquid created by this spell cannot be inherently damaging.

#### **Initial DC 12:**

- Damage: Create iceshards or acid doing 2d6 cold or acid damage (+1d6/+4DC).
- Poison: Create a poison doing 1d2 ability damage (+1d2 ability damage/+4DC).
- Slow: Freeze a Medium size creature/ object so that it is slowed (+1 size/ +4DC). A slowed creature moves at half speed, cannot run or charge, and takes a –2 penalty on all attack rolls and a –4 penalty to Dexterity.

#### **Initial DC 16:**

- Create ice: Create up to a 1m<sup>3</sup> block of ice (+1m<sup>3</sup>/ +4DC)
- Immobilize: Freeze a Medium size creature/ object so that it is immobile but not helpless. (+1 size/ +4DC).
- Frost Blade: Create a 3-foot-long, glittering beam of frost in the target's hand. Attacks with the *frost blade* are made as melee touch attacks. The blade deals 1d6 points of frost damage (+1d6/ +8DC). Since the blade is immaterial, Strength modifier does not apply to the damage.

#### **Initial DC 20:**

- Wall of Ice: Create a wall of ice up to 6m long, 2m high and 2.5cm thick (+4m long or 2m high or 2.5cm thick/+4DC) or ring of ice 6m tall with a radius of up to 2m (+2m/+4DC) and 2.5cm thick (+2.5cm/+4DC). Each 2m square of the wall has 12 hit points per 2.5cm of thickness and hardness 4. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the base DC for the Strength check is 18 (base DC16 + 2 per 2.5cm of thickness). See [Extended Explanations](#)
- Flood: Create a torrent of water: A Tiny or smaller creature on the ground is knocked down and rolled 1d4x4m, taking 1d4 points of nonlethal damage per 4m. If flying, a Tiny or smaller creature is blown back 2d6x4m and takes 2d6 points of nonlethal damage due to battering and buffeting. Small creatures are knocked prone by the force of the water or, if flying, are blown back 1d6x4m. Medium creatures are unable to move forward against the force of the water or, if flying, are blown back 1d6x4m. Large or larger creatures may move normally within a water effect. (+1 Size effect/+4DC)
- Acid/ Cold Wall: Create acid or cold in the shape of a wall up to 6m long (+6m/ +4DC) or a ring with a radius of 2m (+2m/+4DC); either form is 6m high. One side of the wall, selected by you, sends forth waves, dealing 2d4 points of damage to creatures within 4m and 1d4 points of damage to those past 4m but within 6m. The wall deals this damage when it appears and on your turn each round to all creatures in the area. In addition, the wall deals 2d6 points of damage (+1d6/ +4DC) to any creature passing through it. If you create the wall so that it appears where creatures are, each creature takes damage as if passing through the wall.
- Ice Pillar: A 4m square pillar of ice rises from the ground rapidly to a height of 6m high (2m square area/ +4DC, 2m high/ +4DC). The pillar rises till it reaches its height limit or till the pillar touches a solid surface. Creatures that failed their reflex save to avoid the pillar suffer the following effects. If the pillar is stopped by a solid surface (e.g. a ceiling or wall) any creatures remaining on the pillar are crushed between the surface and the pillar (2d6 damage) and the targets are considered pinned. The targets must succeed a DC 20 Strength or a DC 25 escape artist check (As a Full round action) to escape the pin. If the pillar reaches its max height

without being interrupted the creature is launched an additional 4m into the air and falls into an adjacent square suffering 1d6 points of damage per 4m fallen, to a maximum of 20d6.

Raising the pillar slowly: The pillar may also be raised slowly to avoid injury of those standing on top of the pillar allowing to be used as a bridge or method of upwards transportation. Doing so takes 1 round per 4m the pillar is being raised. During this time the caster must sustain concentration as a move action.

Health and Hardness: Due to the pillar's quick formation the pillar its cracks cause it to be slightly weaker than regular ice. The pillar has 30HP, 2 Hardness.

#### **Initial DC 24:**

- Frost Shield: Create a shield of frost. This spell wreathes a target in frost and causes damage to each creature that attacks it in melee. Any creature striking the shielded target with its body or a handheld weapon deals normal damage, but at the same time the attacker takes 1d6 points of frost damage (+1d6/ +4DC). Attacks made by creatures wielding weapons with reach are not subject to this damage.
- Paralyze: Freeze a Medium size creature/ object so that it is paralyzed. (+1 size/ +4DC). A paralyzed character is frozen in place and unable to move or act. A paralyzed character has effective Dexterity and Strength scores of 0 and is helpless, but can take purely mental actions. A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A paralyzed swimmer can't swim and may drown.
- Spikes: Create shards of ice in long, sharp points in a 6m diameter burst. Any creature forced into or attempting to move through the spikes takes 2d6HP damage (+1d6/+4DC) slashing damage per round of movement. Creatures can force their way slowly through the area by making a Strength check as a full-round action. For every 1 point by which the check exceeds DC16, a creature moves 2m (up to a maximum distance equal to its normal land speed). Any creature within the area of the spell when it is cast takes damage as if it had moved into the area and is caught inside. In order to escape, it must attempt to push its way free, or it can wait until the spell ends. The shards can be breached by slow work with bludgeoning weapons. Chopping away at the shards creates a safe passage 10m deep for every 1 minute of work.

#### Destroy Water

##### **Initial DC 4:**

- Destroy Water: Destroy water or other natural liquid - up to 1m<sup>3</sup> of (+1m<sup>3</sup>/ +4DC)

##### **Initial DC 12:**

- Destroy Water's properties: Destroy one property of a mundane liquid - up to 1m<sup>3</sup> e.g. alcohol's ability to intoxicate or sea water's saltiness. (+1m<sup>3</sup>/ +4DC)
- Damage: Do 2d6HP damage (+1d6/ +4DC) to a water elemental or aquatic subtype creature.

##### **Initial DC 16:**

- Destroy Poison: Destroy dangerous/ poisonous liquid - up to 1m<sup>3</sup> (+1m<sup>3</sup>/ +4DC)
- Destroy bodily water: Destroy the water in a body (Requisites) doing 2d6 damage (+1d6/ +4DC).
- Vulnerability: Weaken a water elemental so that it is vulnerable to critical strikes and sneak attacks. Affects up to CR4 (+2CR/ +4DC).

##### **Initial DC 20:**

- Vampiric Drain: Drain a water elemental or aquatic subtype creature doing 2d6HP damage (+1d6/+4DC). You gain temporary hit points equal to the damage you deal. However, you can't gain more than the subject's current hit points +CON, which is enough to kill the subject. The temporary hit points disappear 1 hour later.

**Initial DC 40:**

- Death: Kill a water elemental or aquatic subtype creature - up to CR10 (+2CR/ +4DC)

**Perceive Water****Initial DC 4:**

- Learn the natural properties of a mundane liquid, up to 1m<sup>3</sup>.

**Initial DC 8:**

- Learn the natural properties of a mixture of liquids, up to 1m<sup>3</sup>.

**Initial DC 12:**

- Learn the magical properties of a liquid, up to 1m<sup>3</sup>.
- Make your senses unaffected by water e.g. hear clearly underwater.
- Detect water.

**Initial DC 16:**

- Learn the magical properties of a mixture of liquids.
- Speak with a natural body of water. See [Extended Explanations](#)
- Perceive past events in an area of liquid/ ice with one sense up to week prior (+1 week/ +4DC). (+1 sense/ +4DC)

**Initial DC 20:**

- Speak with an artificial body of water, such as a fountain. See [Extended Explanations](#)
- Grant a target the ability to communicate with water elementals or water subtype creatures.

## **Spell Modifiers**

Modifiers are the elements that determine the effectiveness of a spell. Modifiers can change the range, area, and even the effects of spells to adapt them to the current situation. To apply a Modifier to a spell, simply apply the listed changes to the spell, and increase the DC of the skill check to cast the spell by the listed amount.

## **Spellcasting Modifiers**

There are additional factors that make spellcasting easier, and increase a spell caster's power for a price. These factors grant bonuses to your *Technique + Form* check to cast the spell. These mitigating factors can be applied multiple times to increase a Use Sorcery check, but they often have consequences that could be dangerous or even fatal.

<b>Spell Modifier</b>	<b>DC</b>	<b>Description</b>
Increase Save DC	+2	This Modifier increases the DC of any saving throw made against this spell by +1.
Silent Spell	+6	When casting this spell, you do not need to speak any words (No Verbal Component).
Still Spell	+6	When casting this spell, you do not need to use any gestures (No Somatic Component).
Casting on the Defensive	+8	When casting this spell, you do not provoke attacks of opportunity.
Backlash: Fatigue	-3	Once you finish making the check to cast the spell, you become fatigued; incurring an effective –2 penalty to both Strength and Dexterity, and you cannot run or charge. If you are already fatigued, you become exhausted, moving at half speed and incurring an effective –6 penalty to both Strength and Dexterity. 8 hours of complete rest removes the fatigued condition, while 1 hour of complete rest is sufficient to make an exhausted character fatigued.
Backlash: Damage	-5	Once you finish making the check to cast the spell, you take 2d6 damage which cannot be reduced/ warded against.
Backlash: Skill Points	-5	Once you finish making the <i>Use Sorcery</i> check to cast the spell, you lose a Skill Point Permanently.

## Situational DC Modifiers

Adventuring is a dangerous career, and traveling spellcasters may be forced to attempt spellcasting in many difficult and uncomfortable circumstances. Most of the modifiers are as per the Concentration skill as shown in the *Players Handbook*.

The table below summarizes various types of distractions that cause the character to make a concentration check while casting a spell using these rules. “Final DC of spell” refers to the casting DC of a given spell after all the determination of modifiers have been taken into account.

Situation	DC	Description
Sustaining Damage During Casting Time	Final DC of spell + damage dealt	If you suffer damage while casting your spell, it can disrupt your casting. Add any damage you suffer during the casting of your spell to the DC to cast the spell. This includes any ongoing or automatic continuous damage, damage caused by another spell, or generally being injured in any fashion.
Distracted During Casting Time	Final DC of spell + distracting spell's save DC	Distracted by non-damaging spell. If the spell allows no save, use the save DC it would have if it did allow a save.
Vigorous Motion	Final DC of spell + 4	Casting a spell while on a shaky surface is difficult. Examples of this kind of surface include a bouncy wagon ride, small boat in rough water, being below decks on a storm-tossed ship, riding a horse, and escaping from a collapsing building.
Violent Motion	Final DC of spell + 8	Casting a spell with extremely violent motion is very difficult. Add +8 to the DC. Examples of this kind of surface include a swiftly galloping horse, a wagon dashing madly down rough roads, being on deck during a windstorm, or being near the epicenter of an earthquake.
Blinding Rain, Sleet	Final DC of spell + 4	Rain, sleet, snow, and other effects that sting the eyes and interfere with visibility also interfere with spellcasting.
Hail, Dust storm, or Debris	Final DC of spell + 8	Extremely violent weather can cause all sorts of aches and bruises that can make spellcasting extremely difficult.

## RANGE DC MODIFIERS

Personal/ Touch	+0
Close (12m)	+2
Long (400m)	+4
Sight/ Arcane Connection	+8
Plane/ Special	+16

**Personal/ Touch:** The effect of the spell is centered on the casting spellcaster or anything they touch. You must touch a creature or object to affect it.

Touch spells that do damage (Hit Point Damage, Ability Damage etc) do not allow the target to make a Saving Throw.

A touch spell that deals damage can score a critical hit just as a weapon can. A touch spell threatens a critical hit on a natural roll of 20 and deals double damage on a successful critical hit.

In most cases, if you don't discharge a touch spell on the round you cast it, you can hold the charge (postpone the discharge of the spell) indefinitely (depending on spell duration). However, if you cast another touch spell, the first touch spell dissipates.

**Close:** The spell reaches as far as 12m away.

**Long:** The spell reaches as far as 400m.

**Sight:** Anything that the spellcaster can see. If the spellcaster is standing on the highest point for miles, this range could be immense.

**Arcane Connection:** Anything that the spellcaster has an arcane connection to. Distance is immaterial unless the DM chooses to impose some limit.

**Plane/ Special:** Anywhere on the same plane of existence. Use for special ranges that are unique.

## DURATION DC MODIFIERS

Instant	+0
1 round	+1
30 Seconds/ Concentration	+2
2 minutes	+4
12 hours	+6
24 hours	+8
Week /Ring/ Trigger	+10
Month	+12
Year	+16
Permanent	+20

**Instant:** The spell lasts but a moment and then dissipates. This is the normal duration for directly damaging/ healing spells and can only be modified by the Feat: Damage/ Healing over Time.

**Concentration:** Concentration: The spell lasts for as long as the spellcaster concentrates. However, only one spell can be concentrated on at a time.

While concentrating, a caster may be forced to make another skill check whenever they might potentially be distracted to hold onto the spell e.g. by taking damage, being grappled, violent motion, by harsh weather, and so on. This new skill check is subject to the same penalties as the original spell casting which are summarized in the table 'Situational DC Modifiers'. A failed check results in the spell dissipating and the spellcaster taking the same HP damage as if they failed to cast a spell. A spellcaster may choose not to make the new skill check, in this situation the spell dissipates and the spellcaster takes no additional damage.

**Ring:** The spell lasts until the target of the spell moves outside a ring drawn at the time of casting, or until the ring is physically broken.

NOTE: A ring must actually be drawn by the spellcaster while the spell is being cast. However, the caster must make their spell check every round to maintain concentration on the spell, and if someone breaks the ring at any point before it is completed, the spell automatically fails. Really large rings are unlikely to be worth the risk.

**Trigger:** This powerful inscription affects those who interact with the warded target. A triggered spell can guard a bridge or passage, ward a portal, trap a chest or box, and so on.

Note: You set the conditions of the trigger. Typically, any creature entering the warded area or opening the warded object without speaking a password (which you set when casting the spell) is subject to the magic it stores. Alternatively or in addition to a password trigger, triggers can be set according to physical characteristics (such as height or weight) or creature type, subtype, or kind. Triggers can also be set with respect to good, evil, law, or chaos, or to pass those of your religion. They cannot be set according to class, Hit Dice, or level. Triggers respond to invisible creatures normally but are not triggered by those who travel past them ethereally. Multiple triggers cannot be cast on the same area. However, if a cabinet has three drawers, each can be separately warded. When casting the spell, you weave a tracery of faintly glowing lines around the target. A glyph can be placed to conform to any shape up to the limitations of your total spell area. When the spell is completed, the tracery becomes nearly invisible.

A triggered spell's casting time is 10 minutes.

**Permanent:** The spell lasts forever, but remains forever magical. Thus, it could be dispelled at some point in the future. The DM can rule on additional costs e.g. monetary, time, Skill Points, other as appropriate.

### **AREA OF EFFECT DC MODIFIERS**

Single target/ Ray	+0
Burst/ Line: 6m diameter/ 6 m long, 2m wide	+6m/+3DC
Spread/ Cylinder: 6m diameter	+6m/ +5DC

#### **Types of area effect**

*Ray:* You aim a ray as if using a ranged weapon, though typically you make a ranged touch attack rather than a normal ranged attack. As with a ranged weapon, you can fire into the dark or at an invisible creature and hope you hit something. Intervening creatures and obstacles, however, can block your line of sight or provide cover for the creature you're aiming at. If a ray spell has a duration, it's the duration of the effect that the ray causes, not the length of time the ray itself persists. If a ray spell deals damage, you can score a critical hit just as if it were a weapon. A ray spell threatens a critical hit on a natural roll of 20 and deals double damage on a successful critical hit. A ray spell's range increments are 30m for the purposes of determining penalties to hit targets at range.

*Burst:* A burst spell affects whatever it catches in its area, even including creatures that you can't see. It can't affect creatures with total cover from its point of origin (in other words, its effects don't extend around corners). A burst effect can be a sphere or a cone. A cone-shaped spell shoots away from you in a quarter-circle in the direction you designate. It starts from any corner of your square and widens out as it goes.

*Line:* A line-shaped spell shoots away from you in a line in the direction you designate. It starts from any corner of your square and extends to the limit of its range or until it strikes a barrier that blocks line of effect. A line-shaped spell affects all creatures in squares that the line passes through.

*Spread:* A spread spell spreads out like a burst but can turn corners. You select the point of origin, and the spell spreads out a given distance in all directions. A spread effect can be a sphere or a cone. A cone-shaped spell shoots away from you in a quarter-circle in the direction you designate. It starts from any corner of your square and widens out as it goes.

*Cylinder:* When casting a cylinder-shaped spell, you select the spell's point of origin. This point is the center of a horizontal circle, and the spell shoots down from the circle, filling a cylinder. A cylinder-shaped spell ignores any obstructions within its area.

## **COMBINING MULTIPLE SPELLS**

It is possible, although difficult, to create a spell that has multiple effects.

The DC for combining spells = the Final DC of the most difficult spell + the base DC of the other spell.

The skill check is made using the worst Technique + Form score.

Targets get to make a saving throw against each spell element.

### **Example One**

A mage wants to hit someone with a 2d6 lightning blast that also slows them for 30seconds.

Control Air DC12 slow + 2 (30 second duration) + 2 (Close range) = DC14

Create Air DC12 2d6 lightning damage = DC12

Total DC: 14 + 12 = 26 (check made against their worst Technique + Form score)

The caster must have Create and Control Air.

### **Example Two**

A mage wants to create a 2d6 Fireball with a ground shaking shockwave

Create Fire DC12 (2d6) + 3 (6m area) + 2 (Close range) = DC17

Create Earth DC8 shockwave = DC8

Total DC: 17 + 8 = 25 (check made against their worst Technique + Form score)

The caster must have Create, Fire and Earth.

## COUNTERSPELLING AND DISPELLING

A couple of notes

- **Dismissing:** Dismissing a spell is not dispelling a spell per se. It is a caster dismissing a spell that they cast. It can be thought of as a “self-dispelling” but it does not require any additional rules. Sometimes in the rule set, the word “dispel” is used when “dismiss” is the more accurate term.
- **Counterspelling:** Counterspelling a spell is picking apart the energies of a spell as they come together.
- **Dispelling:** Dispelling a spell is a technique used to pull apart a spell that is already cast.

### Counterspell:

Counterspelling is the art of picking apart the energies of a spell as they come together while dispelling is doing the same once a spell is already in place. To counterspell, you must be able to perceive the opponent casting his spell.

You can also counterspell a spell that another spellcaster is casting, making a check at any time (unless you yourself are casting a spell), and attempt to counterspell.

You must use the identical Form + Technique as the enemy spellcaster or CONTROL MAGIC. In order to identify the Form and Technique, you must make the appropriate Spellcraft check. If you have CONTROL MAGIC, you do not need to identify the Form and Technique, as you can still affect the spell in question.

If your check equals the Final DC of your opponent’s spell, your opponent’s spell fizzles and dies in his hands.

You can counterspell at any time, even if it is not your action and you have no readied action to do so. However, you take a penalty on your opposed check to counterspell and must have an Attack of Opportunity to spend in the attempt.

Only one Attack of Opportunity can be used for counterspelling each round.

Penalty	Preparedness
0	It is your initiative or you have readied an action to counterspell.
+8DC	You have not readied an action, but you also have not used all your attacks of opportunity this round.

If you fail to successfully counterspell, you suffer the consequences as though you had failed in casting a spell. In this case the DC is equivalent to the opponent’s Final DC + modifiers.

CONTROL MAGIC can counterspell any Form + Technique.

**Dispelling:**

Once a spell is active upon a target or place, you can attempt to dispel it by ripping at the energies holding the spell together. You must be able to see the target of the spell to dispel it. This may be used to end an ongoing spell that has been cast on a creature, or object, to temporarily suppress the magical abilities of a magic item, and to end ongoing spells with an area.

A dispelled spell ends as if its duration had expired. Note: The effects of spells with instantaneous duration can't be dispelled, because the magic effect is already over before the dispelling can take effect.

To dispel a spell, you must be able to perceive the spell in question and to be able to identify its Form and Technique. In order to identify the Form and Technique, you must make the appropriate Spellcraft check. If you have CONTROL MAGIC, you do not need to identify the Form and Technique, as you can still affect the spell in question but you still are required to perceive the spell.

If you have the same Form and Technique (or CONTROL MAGIC) as the spell in question, then make a Casting check. If your check equals the Final DC of the spell, the spell is dispelled and ceases to function.

If you fail to successfully dispel a spell, you suffer the consequences as though you had failed in casting a spell. In this case the DC is equivalent to the spell's Final DC + modifiers.

In certain circumstances, depending on the nature of the magic in question and the DMs approval, dispelling can be used to dispel the effects of supernatural abilities, spell-like effects, and permanent magical abilities just as it affects spells. Naturally this needs to be discussed with the DM at the time.

In this case, the effect can permanently dispel it as normal; or it temporarily suppresses (or reduces as the DM determines) for 1d4 rounds, after which the creature or item recovers. A suppressed item or creature becomes non-magical for the duration of the effect. An interdimensional interface is temporarily closed. Remember that a magic item's physical properties are unchanged. The target DC in these circumstances is a nominal figure but a rule of thumb from 3<sup>rd</sup> Edition is that a Target DC is 11 + "Caster Level" where the level can be the CR of the creature in question.

## **EXTENDED EXPLANATIONS OF SPECIFIC SPELLS**

### **CREATE EMOTION/ COMPULSION/ DOMINATION/ CONTROL**

Similarly to Summon X/ Animate X, if a two spells of the same type are cast, only the most powerful spell is active. For example, a mage has three CR1 guards charmed with a spell that can affect a total of CR3. That mage wants to affect an extra CR1 guard. They must recast the spell at a DC able to affect a total of CR4 worth of creatures.

Two spells of different Techniques and Forms function normally. For example, a mage that has three CR1 guards charmed with a Create Mind spell can also cast a Control Earth spell to control earth elementals.

### **FISSION/ FUSION**

**Fission:** Your duplicate thinks and acts exactly as you do and follows your orders, although it will not do anything you wouldn't do yourself. Your duplicate has all your abilities but none of your magical equipment (it does possess a duplicate of all your mundane equipment, clothing, armor, and implements, as well as mundane versions of any magical equipment you have). You and your duplicate evenly split your hit points, your remaining usages of pertinent special abilities for the day, and so on. Treat your duplicate as yourself with two negative levels for the purpose of determining the spells and powers to which the duplicate has access. Your duplicate has all other physical traits you had at the time you manifest this power. Powers, spells, or other effects affecting you when you manifest this power do not transfer to your duplicate. When the duration expires or when you dismiss the spell, you and your duplicate rejoin, no matter how far from each other you are. At the time of rejoining, you take half of the damage your duplicate has taken since this spell was cast. This damage could potentially leave you with negative hit points, but it can't reduce your hit points to less than -9. If your duplicate dies before the duration expires, no rejoining occurs, and you lose 25 skill points. If you die, your duplicate remains in existence, and is for all intents you, but with 50 fewer skill points. You can have only one duplicate in existence at one time; your duplicate cannot use this spell. You cannot use *Create Magic* aid other with a duplicate, or share any other power or effect that pools abilities (the sum of you and you is still just you). Similarly, attempting to use vampiric spells on hurt your duplicate only damages your duplicate; these spells do not heal you. All spells affecting a fissioned creature, either the original or the duplicate, end when the *fission* ends. All damage, including hit point damage, ability damage, ability drain, and ability burn damage, is added together.

**Fusion:** The fused being has the sum of both creatures' current hit points. The fused being knows all the powers both creatures know. Likewise, all feats, racial abilities etc are pooled (if both creatures have the same ability, the fused being gains it only once). For each of the six ability scores, the fused being's score is the higher of the two creature's, and the fused being also uses the better saving throws, attack bonus, and skill modifiers of either member. You decide what equipment is absorbed into the fused being and what equipment remains available for use. These fused items are restored once the power ends. When the power ends, the fused being separates. The creatures appear in an area adjacent to each other. If separation occurs in a cramped space, both creatures are expelled through the Astral Plane, finally coming to rest materially in the nearest empty space and taking 1d6 points of damage for every 2m of solid material passed through. Damage taken by the fused being is split evenly between the two creatures when the power ends. A creature cannot leave the *fusion* with more hit points than it entered it with, unless it was damaged prior to the *fusion* and the fused being was subsequently healed. Ability damage and negative levels are also split between the creatures. If a fused being is killed, it separates into its constituent creatures, both of which are also dead. You cannot use *fission* on a fused being.

## POLYMORPH AND SHAPESHIFTING

"Polymorphed" is a temporary acquired template. The shapeshifted creature (known as the "base creature") takes on the shape and some of the characteristics of another creature (the "assumed shape"). The assumed shape must always be the base form of the creature, and cannot be a version of the creature advanced in Hit Dice in any way.

A polymorphed creature uses all of the base creature's statistics and abilities except as noted here. Do not recalculate the creature's Hit Dice, base attack bonus, base saves, feats (including racial bonus feats and proficiencies) or skill points. For purposes of this template, a "racial" ability is inherent to any member of the creature in question's race; the template does not grant or remove any class abilities, even if it has the same name as a racial ability.

**Size:** The polymorphed creature takes on the size of the assumed shape, although note that certain spells or abilities limit the choice of the assumed shape based on the size of the base creature. The creature gains the reach of the assumed shape.

**Type:** The base creature retains its own type, as well as all qualities associated with it. For example, an outsider that has assumed human shape still does not need to eat or sleep. It loses any of the following subtypes e.g. Air, Aquatic, Cold, Earth, Fire, Goblinoid, Incorporeal, Reptilian, Swarm, and Water. If the assumed shape has any of these subtypes, the creature gains them. The creature also gains the Shapechanger subtype if it does not normally possess it.

The traits of the creature's type remain unchanged as a result, so that a human taking the form of an elemental does not gain immunity to critical hits, but an elemental taking the form of a human does not lose it, either. Cold and Fire subtypes grant energy immunities and vulnerabilities, even if not listed, and the Aquatic and Water subtypes allow the ability to breathe underwater. Also, if a trait is listed individually as a Special Quality, such as darkvision, it might be affected (see Special Qualities, below).

**Speed:** Same as the assumed shape. The base creature gains additional movement types as the assumed shape, such as a Fly speed, Swim speed, or Climb speed, if they are nonmagical.

**Armor Class:** The base creature loses any natural armor bonus it has, and gains any natural armor bonus of the assumed shape, with the following limit: the base creature may not gain a natural armor bonus higher than the caster level of the effect that caused the polymorphing. If a shape is assumed that would normally possess a natural armor bonus that exceeds this limit, the bonus is lowered to equal the caster level. (Use the Hit Dice of the base creature as the caster level if the ability to polymorph is Supernatural.)

**Attack:** The base creature gains all natural weapon attacks of the assumed shape. Natural weapon attacks are made using the base creature's base attack bonus, but using the assumed shape's attack routine. The creature may thus not use the same natural weapon to make multiple attacks as it might with a manufactured weapon.

**Damage:** The polymorphed creature's natural weapons inflict the same base damage as those of the assumed shape, modified by the creature's new Strength score.

**Special Attacks:** The base creature loses any of the following racial special attacks if they are Extraordinary in nature. If the assumed shape possesses any of these qualities as Extraordinary racial abilities, the polymorphed creature gains the same qualities. The DM might allow other abilities that are thematically similar to these, at his discretion.

- *Gross Physical Attacks:* attach, capsize, constrict, crush, engulf, impale, improved grab, leap, pounce, powerful charge, push, rake, rend, rend armor, rock throwing, snatch, swallow whole, tail sweep, trample, trip.
- *Elemental Attack Traits:* air mastery, burn, cold, combustion, drench, earth mastery, fiery aura, heat.

The base creature loses all other racial Extraordinary special attacks, including but not limited to acid, battle frenzy, berserk, blood drain, corrosive slime, cursed wound, disease, extract, ferocity, frightful presence, howl, light ray, mimicry, moan, paralysis, poison, quills, rage, sneak attack, spit acid, spittle, spores, stench, or web. As a rule of thumb, any ability that produces a sound, excretes a physical substance or object of any kind, involves reproduction or growth, or requires a particular state of mind on the part of the assumed shape cannot be gained via the Polymorphed template.

The base creature loses all racial Supernatural special attacks, and gains none of the assumed shape's racial Supernatural attacks.

**Special Qualities:** The base creature loses any of the following racial special qualities that are Extraordinary in nature. If the assumed shape possesses any of these qualities as Extraordinary racial abilities, the polymorphed creature gains the same qualities.

- *Survival Qualities:* amphibious, immunity to energy, immunity to poison, fast healing, hold breath, resistance to energy, rock catching, vulnerability to energy, water breathing.
- *Sensory Qualities:* blindsense, blindsight, darkvision, keen senses, light blindness, light sensitivity, low-light vision, scent, tremorsense.

The base creature retains certain Extraordinary special qualities (listed below) and does not take on any of these qualities from the assumed shape. The base creature loses all other Extraordinary special qualities.

- damage reduction, magic immunity, regeneration, spell resistance.
- Any ability to overcome damage resistance granted by type, subtype, or damage reduction.

The base creature retains all Supernatural special qualities, and gains none of the Supernatural special qualities of the assumed shape.

**Spells/Spell-Like Abilities:** The base creature retains the ability to cast spells, if it possessed such in the first place, though the new form may limit the creature's ability to use material, somatic, or verbal components. The subject never gains any spellcasting ability possessed by the assumed shape.

The base creature keeps all spell-like abilities, and gains none of those possessed by the assumed shape.

**Saving Throws:** The base creature loses all racial bonuses to saves. If the assumed shape possesses any racial bonuses to saving throws against any effect, the polymorphed creature gains equal bonuses.

**Abilities:** The base creature loses all racial modifiers to Strength, Dexterity, and Constitution, and gains the racial modifiers to Strength, Dexterity, and Constitution belonging to the assumed shape. The base creature may not gain a racial bonus to any ability score that is greater than the caster level of the effect that caused the polymorphing. If a shape is assumed that would normally possess a racial ability score bonus that exceeds this limit, the bonus is lowered to equal the caster level. (Use the Hit Dice of the base creature as the caster level if the ability to polymorph is Supernatural.) The racial ability scores of the assumed shape can be determined by subtracting 10 (if even) or 11 (if odd) from the creature's listed score.

The base creature does not gain or lose hit points as a result of any change in Constitution. The base creature cannot gain or lose a Constitution score, either; if the creature is turning into a creature with no Constitution (an undead or construct), it instead merely becomes a living facsimile of the assumed shape. Likewise, an undead creature or construct that polymorphs into a shape that would have a Constitution score does not gain one. A creature cannot be returned from death or undeath, or granted Nature, as a result of the Polymorphed template.

**Skills:** The base creature loses any racial skill bonuses to any Strength, Dexterity, or Constitution-based skills, as well as the Listen, Search, and Spot skills. The creature gains any such racial skill bonus possessed by the assumed shape. The creature is considered to be disguised as a member of the assumed shape, and gains a +8 shapechanging bonus to Disguise skill checks.

**Equipment:** Because it is temporary, the Polymorphed Template affects the equipment and possessions of the creature at the moment that they acquire it. When the spell takes effect, the equipment worn or held by the target is affected depending on its nature:

- If the equipment is the proper size and can be used by the new form "as-is", the equipment is unaffected.
- If the equipment is not the proper size, but could otherwise be used, then it grows or shrinks to a usable size. No other aspects of the equipment is altered; the clothing does not change color or texture to make it any more appropriate to the assumed form, for example. When the spell ends, the equipment reverts to its original size, as it does if the creature drops or removes the equipment.
- If the equipment cannot be used by the new form, regardless of size, then it melds into the assumed shape and is nonfunctional. For example, if the assumed shape does not have hands

or limbs capable of manipulation, any handheld weapons meld into the body. When the Polymorphed template is lost, any melded equipment reappears, in the same location on your body and unharmed.

### **SPEAK WITH X**

You can comprehend and communicate with a creature/ element/ object. You are able to ask questions of and receive answers from it, although the spell doesn't make it any more friendly or cooperative than normal. A regular plant/ rock/ pond's sense of its surroundings is limited, so it won't be able to give (or recognize) detailed descriptions of creatures or answer questions about events outside its immediate vicinity.

Furthermore, some creatures/ elements/ objects may be wary and cunning. These are likely to be terse and evasive, while the more stupid ones make inane comments. If a creature/ element/ object is friendly toward you, it may do some favor or service for you if it is able.

### **SUMMON X/ ANIMATE X/ CREATE X**

If two spells of this type are cast, only the most powerful spell is active.

For example, a mage has three CR1 creatures summoned with a spell that can affect a total of CR3. That mage wants to summon an extra CR1 creature. They must recast the spell at a DC able to affect a total of CR4 worth of creatures.

A summoning spell instantly brings a creature or object to a place you designate. When the spell ends or is dispelled, a summoned creature is instantly sent back to where it came from. A summoned creature also goes away if it is killed or if its hit points drop to 0 or lower. It is not really dead. When the spell that summoned a creature ends and the creature disappears, all the spells it has cast expire. A summoned creature cannot use any innate summoning abilities it may have, and it refuses to cast any spells that would cost it SP, or to use any spell-like abilities that would cost SP if they were spells.

### **TELEPORT/ SCRY FAMILIARITY MODIFIERS**

Designation	Example	DC Increase
Very familiar	Areas visited for more than 80 hours or studied in detail for a day (eg. Terra's family home). People very well known to the spellcaster	+0
Familiar	Areas visited for more than a day or studied in detail for an hour (eg. Terra's Room at Arin's Rest).	+3
Detailed Description	A detailed description would require perhaps a third party who was familiar with the area and perhaps a fairly accurate map of its location. Gaining such a description would take several minutes of questioning/reading (eg. Tomas drawing a map and describing in detail his parents farm near Karlton).	+6
Reference or passed through	General descriptions such " <i>the shop on the corner of X and Y streets in Valletta</i> ". Gaining such a description would only require round or two, but would need to be spatially specific, it must relate the location to locations the user knows of, or well known locational information like major streets, distance and direction from landmarks, etc.	+9
Vague	Never visited/ Never met. The location of familiar objects which have since moved. Vague descriptions of places such as " <i>Dambock's residence in L-Isla</i> ".	+12

## **WALLS**

Wall spells create a wall or ring. The wall cannot be conjured so that it occupies the same space as a creature or another object. You can create a wall in almost any shape you desire. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing materials or risk being unstable. Some walls can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 6m, the wall must be arched and buttressed which reduces the spell's area by half. Walls can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area by half.

## **WARD AGAINST X**

An invisible, mobile field surrounds the target and prevents creatures from approaching within the area of effect (minimum 2m diameter). Any creature within or entering the field must attempt a Willpower save. If it fails, it becomes unable to move toward the target for the duration of the spell.

Repelled creatures' actions are not otherwise restricted. They can fight other creatures and can cast spells and attack the target with ranged weapons. If the target moves closer to an affected creature, nothing happens (the creature is not forced back.) The creature is free to make melee attacks against the target if it comes within reach. If a repelled creature moves away from the target and then tries to turn back, it cannot move any closer if it is still within the spell's area.

The target cannot attack without breaking the spell but may use nonattack spells or otherwise act.  
(Target able to attack/ +10DC)

## **Spellcasting Feats**

### ***Armoured Caster [General]***

**Prerequisite:** Armour Proficiency

**Benefit:** Armour check penalties for casting spells are reduced by two.

### ***Augment Summon/ Animate [General]***

**Prerequisite:** Feat - Spell Focus: Form

**Benefit:** Summoned/ Animated creatures from the Form in which the caster has the Feat Spell Focus gain a +1 bonus to attack and damage.

### ***Brew Potion [Item Creation]***

**Prerequisite:** 5 ranks in a Form or Technique.

**Benefit:** The character can create a potion of any spell with a Final DC of 25 or lower that the character knows and that targets a creature or creatures. This Final DC cannot be lowered by any form of Backlash.

Brewing a potion takes 1 day. When the character creates a potion, the character sets the effects of the spell and must make a casting check equal to the Final DC. The cost of a potion is its Final DC multiplied by 10 gp and must be paid even if the casting check fails. Whoever drinks the potion is the target of the spell.

### ***Combat Casting [Sorcery]***

**Benefit:** Your spell modifier to cast a spell while on the defensive is reduced to +4

### ***Damage/ Healing over Time [Sorcery]***

**Benefit:** This feat changes the duration of a damaging/ healing spell that normally has a duration of Instant to a duration of 2 minutes. You set the number of d6 damage or healing per round for the target. However, the total damage/ healing dealt does not exceed the amount set at the casting of the spell.

For example: a mage casts a Create Fire spell dealing 4d6 damage and spreads that damage so that in each round the target takes 1d6 damage, at the end of 4 rounds the spell is finished. If conditions change between in such a fashion as to make the spell impossible - for example, the target you designate leaves the spell's maximum range or area - the spell fails. Using this feat increases the spellcasting DC by 4.

### ***Delay Spell [Sorcery]***

**Benefit:** A delayed spell doesn't activate until 1 to 5 rounds after you finish casting it. You determine the delay when casting the spell, and it cannot be changed once set. The spell activates just before your turn on the round you designate. Only area, personal, and touch spells may be affected by this feat. Any decisions you would make about the spell, including attack rolls, designating targets, or determining or shaping an area, is decided when the spell is cast. Any effects resolved by those affected by the spell, including saving throws, are decided when the spell triggers. If conditions change between casting and effect in such a fashion as to make the spell impossible - for example, the target you designate leaves the spell's maximum range or area before it goes off-the spell fails. A delayed spell may be dispelled normally during the delay, and can be detected normally in the area or on the target with Perceive Magic spells. A delayed spell increases the spellcasting DC by 4.

### ***Focused Spellcaster [Sorcery]***

**Benefit:** Your spell modifier to cast spells during vigorous/ violent motion is reduced by half.

### ***Focus Item [Sorcery]***

**Benefit:** The spellcaster attunes themselves to one focus item which grants them a bonus to their spellcasting check. This bonus can be to a variety of areas such as:

- Techniques and Forms
- Range
- Duration
- Area of Effect
- Damage
- Saving throw

The actual bonus depends on the focus item itself. The spellcaster must have possession of the focus item to gain the benefits of this feat. If the item is lost/ destroyed an equivalent replacement focus item (granting the same bonus as the original) may be bonded with.

### ***Group casting [Sorcery]***

**Prerequisite:** 1 rank in a Form and Technique. All spellcasters must have this Feat and ranks in the same Form and Technique as the spell being cast.

**Benefit:**

This feat grants a spellcaster the ability to boost another caster's spells if they have the required Forms and Techniques for the spell being cast. The Spell's DC cannot be lowered by any form of Backlash.

One mage acts as the 'Focus', he is the mage on which the spell is centered and cast from. Additional mages are 'Channels' and must be within 2 meters of the caster. Any mage wishing to help another mage cast must have a readied action to do so. The extra casters simply add their Form and Technique scores and add that total to the focus' score.

If the spell fails, the amount of damage taken is multiplied by the number of mages participating and they all take this damage.

Example: A Druid wants to teleport himself to the treetop temple where his master grew up. He only has vague descriptions from stories his master told him. The DC is simply too high for him to attempt it on his own. Luckily two other Druids in the woods can cast Control Nature. He petitions them to help him and they agree.

Teleport DC: Control Nature DC 24 +12 (Vague location) + 16 (Range: Plane/ Special) = DC52

Focus: Control 9 + Nature 9 + Intelligence 3 = 21

Channel 1: Control 7 + Nature 6 = 13

Channel 2: Control 5 + Nature 4 = 9

Combined score = 43 + d20

In order for them to be successful the focus needs to roll a 9 on a d20. If the focus rolls a 2 (missing the DC by 7) all three Druids suffer 7 x 3 (participant number) = 21 points of subdual damage.

### ***Hardy Spellcaster [Sorcery]***

**Benefit:** If you are damaged during spellcasting you add only half the damage to the spell's DC.

### ***Holy/ Unholy Spellcaster [Sorcery]***

**Prerequisite:** Faith.

**Benefit:** Your spells deal half their damage as Holy/ Unholy. A Holy/ Unholy spell increases the spellcasting DC by 4.

Holy/ Unholy spell damage usually bypasses the defenses of supernatural creatures.

### ***Improved Armoured Caster [General]***

**Prerequisite:** Feat: Armoured Caster

**Benefit:** Armour check penalties for casting spells are reduced by a total of four.

### ***Improved Combat Casting [Sorcery]***

**Prerequisite:** Feat: Combat Casting.

**Benefit:** Your spell modifier to cast a spell while on the defensive is reduced to zero.

### ***Improved Reaction [Sorcery]***

You can react can react more quickly than others when counterspelling because of your highly trained reflexes. **Prerequisite:** Dex 13+, 6 ranks in a Technique or Form.

**Benefit:** The penalties for counterspelling preparedness are reduced as the following table.

Penalty	Preparedness
0	It is your initiative or you have readied an action to counterspell.
-4	You have not readied an action, but you also have not used all your attacks of opportunity this round.

**Special:** This feat may be taken multiple times, each additional time it will reduce the penalty for *Not Ready* by -2. These penalties may only be reduced to zero.

### ***Improved Silent Spell [Sorcery]***

**Prerequisite:** Int 13+, 5 ranks in a Technique or Form.

**Benefit:** Your spell modifier to cast spells is now +3 rather than +6 when you attempt to cast a spell without speaking any words (no verbal component).

### ***Improved Still Spell [Sorcery]***

**Prerequisite:** Int 13+, 5 ranks in a Technique or Form.

**Benefit:** Your spell modifier to cast spells is now +3 rather than +6 when you attempt to cast a spell without using any gestures (no somatic component).

### ***Maximise Spell [Sorcery]***

**Prerequisite:** Int 13+, 5 ranks in a Technique or Form.

**Benefit:** All variable, numeric effects of a maximised spell are maximised. A maximised spell deals maximum damage, cures the maximum number of hit points, affects the maximum number of targets, etc., as appropriate. Spells without random variables are not affected. A maximised spell increases the DC by spellcasting 8.

### ***Quicken Spell [Sorcery]***

**Prerequisite:** Int 13+, 5 ranks in a Technique or Form.

**Benefit:** Casting a quickened spell is a free action. The character can perform another action, even casting another spell, in the same round as the character casts a quickened spell. The character may only cast one quickened spell per round. A spell whose casting time is more than 1 full round cannot be quickened. A quickened spell increases the spellcasting DC by 8.

***Scribe Scroll [Item Creation]***

**Prerequisite:** 5 ranks in any Form or Technique

**Benefit:** The character can create a scroll of any spell that the character knows.

Scribing a scroll takes 1 day for every 500gp it costs. When the character creates a scroll, the character sets the effects of the spell and must make a casting check equal to the Final DC. This Final DC cannot be lowered by any form of Backlash. The cost of a scroll is its Final DC multiplied by 10 gp and must be paid even if the casting check fails.

***Slow Casting [Sorcery]***

**Benefit:** The caster slows down the speed of casting from one standard action to a whole round or longer. This makes spellcasting easier and gives benefits as described below.

Full round: -2 to final DC

Minute: -6 to final DC

***Spell Focus [General]***

**Benefit:** Add +2 to the Difficulty Class for all saving throws against spells from the Form the character selects to focus on.

**Special:** The character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a new Form.

***Spell Penetration [General]***

**Benefit:** The character gets a +4 bonus to caster level checks (1d20+caster level) to beat a creature's spell resistance.

***Stealth Spell [General]***

**Benefit:** The character's spell manifestations are mostly suppressed. Noticing a stealthed spell requires a DC20 Perception check. A stealthed spell increases the spellcasting DC by 4.

## **ADDITIONAL EXAMPLES**

### **EXAMPLE**

A spellcaster wants to cast a healing spell on a friend in combat but wants to do so at range to keep out of danger. They are desperate to ensure that the spell works and are prepared to take damage to cast the spell successfully. The caster has

**Technique (Create) +10 + Form (Body) score +10 + Intelligence modifier +3 = Total +23**

Initial DC: Create Body 12 – Heal 2d6 (+1d6/+4DC) points of damage.

Modifiers: +3d6 HP (+12DC), Range Long (+4DC), Backlash Damage 2d6 (-5DC)

Final DC: 23

The spellcaster will automatically succeed in healing their friend 5d6 points of damage provided they make a successful ranged touch attack.

However, the spellcaster will take 2d6 damage for casting this spell.

### **EXAMPLE**

A spellcaster wants to change an enemy Orc (Medium size) into a pig (Small size). The caster has:

**Technique (Change) +12 + Form (Body) score of +12 OR Form (Nature) +4 + Intelligence modifier of +3 = Total Change Body +27 OR Total Change Nature +19**

Initial DC: Change Body 24 – Turn a humanoid into an Animal of the same size (with a Nature requisite).

Modifiers: -1 Size (+4DC), Duration Concentration (+2DC)

Final DC: 27

Because the spell has a Nature requisite the spellcaster needs to roll an 8 the d20 to turn the orc into a pig with a successful touch attack.

Failure – the spellcaster takes up to 7 points of subdual damage.

### EXAMPLE

A spellcaster wants to cast a warding spell on himself that will block fire spells and effects. He is riding a horse as he attempts this spell. The caster has:

**Technique (Control) +6 + Form (Fire) +6 Intelligence modifier +3 = Total +12**

Initial DC: Control Fire 16 – An invisible, mobile field surrounds the target and prevents spells equal to or less than this level from affecting the warded creature/ object. (+ effectiveness/ + DC)

If the spells are damaging – the ward absorbs a maximum 10 points of damage (+20/+4DC).

Modifiers: + Duration Concentration (+2DC) +20 points of damage (+4DC), Vigorous Motion (+4DC)

Final DC: 26

The spellcaster needs to roll a 14 on the d20 to succeed in granting themselves immunity to Fire spells of less than DC 16 or the first 30 points of fire damage for as long the spellcaster concentrates.

Failure – the spellcaster takes up to 13 points of subdual damage.

### EXAMPLE

A spellcaster wants to summon Earth Elementals to help him in battle. However, during the casting he is hit and damaged for 9 points of damage. The caster has

**Technique (Control) +8 + Form (Earth) score +8 + Intelligence modifier +3 = Total +23**

Initial DC: Control Earth 12 – Summon Earth Elementals – up to CR2.

Modifiers: +2CR (+8DC) + Range Close (+2DC) + Duration Concentration (+2DC), + 9HP damage during casting (+9DC)

Final DC: 33

The spellcaster needs to roll a 10 on the d20 to succeed in summoning 4CR worth of Earth Elementals at a range of Close for as long as the spellcaster concentrates.

Failure – the spellcaster takes up to 9 points of subdual damage.

### EXAMPLE

A spellcaster wants to interrogate the stone floor of a castle where a woman has been killed. The caster has

**Technique (Perceive) +10 + Form (Earth) score +6 + Intelligence modifier +3 = Total +19**

Initial DC: Perceive Earth 20 – Speak with artificially worked stone

Modifiers: + Duration Concentration (+2DC),

Final DC: 22

The spellcaster needs to roll a 3 on the d20 to succeed in speaking with the stone floor for as long as he concentrates.

Failure – the spellcaster takes up to 2 points of subdual damage.